

A first-person view from a video game, likely a tactical shooter. The player is holding a handgun, visible in the bottom right corner. The environment is dark and industrial, with various structures and pipes. The HUD (Heads-Up Display) includes a rank indicator in the top left showing 'RANK 1st', and a score or ammo indicator in the bottom right showing '6 | 30'. Several numerical labels with arrows point to specific objects: '104' points to a wall on the left, '106' points to a light source on the left, '106' points to a structure in the center, '108' points to a structure in the center, and '102' points to the handgun. The overall image has a grainy, high-contrast aesthetic typical of older video games.

Figure 1

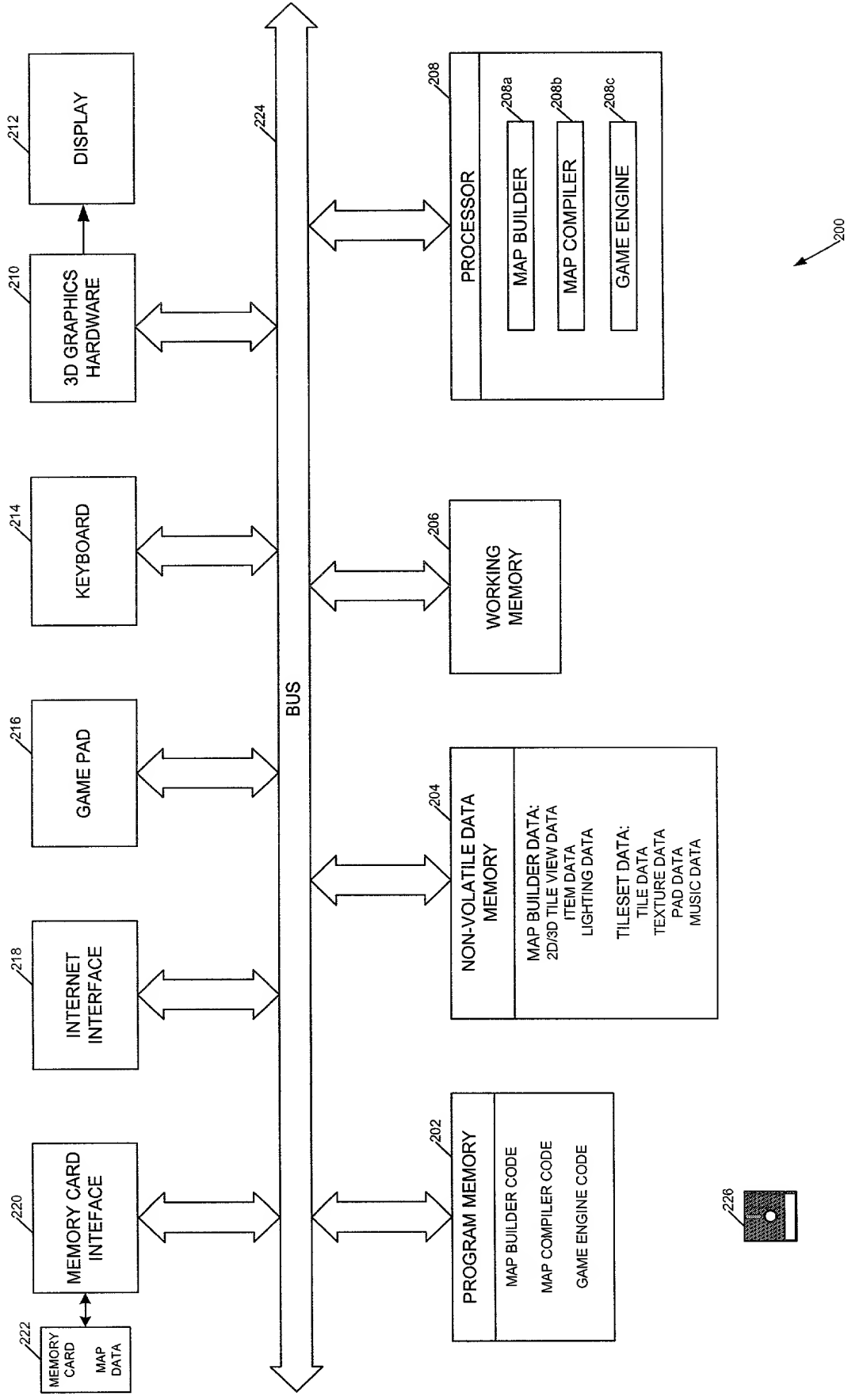


Figure 2

1.06090" 921.24860

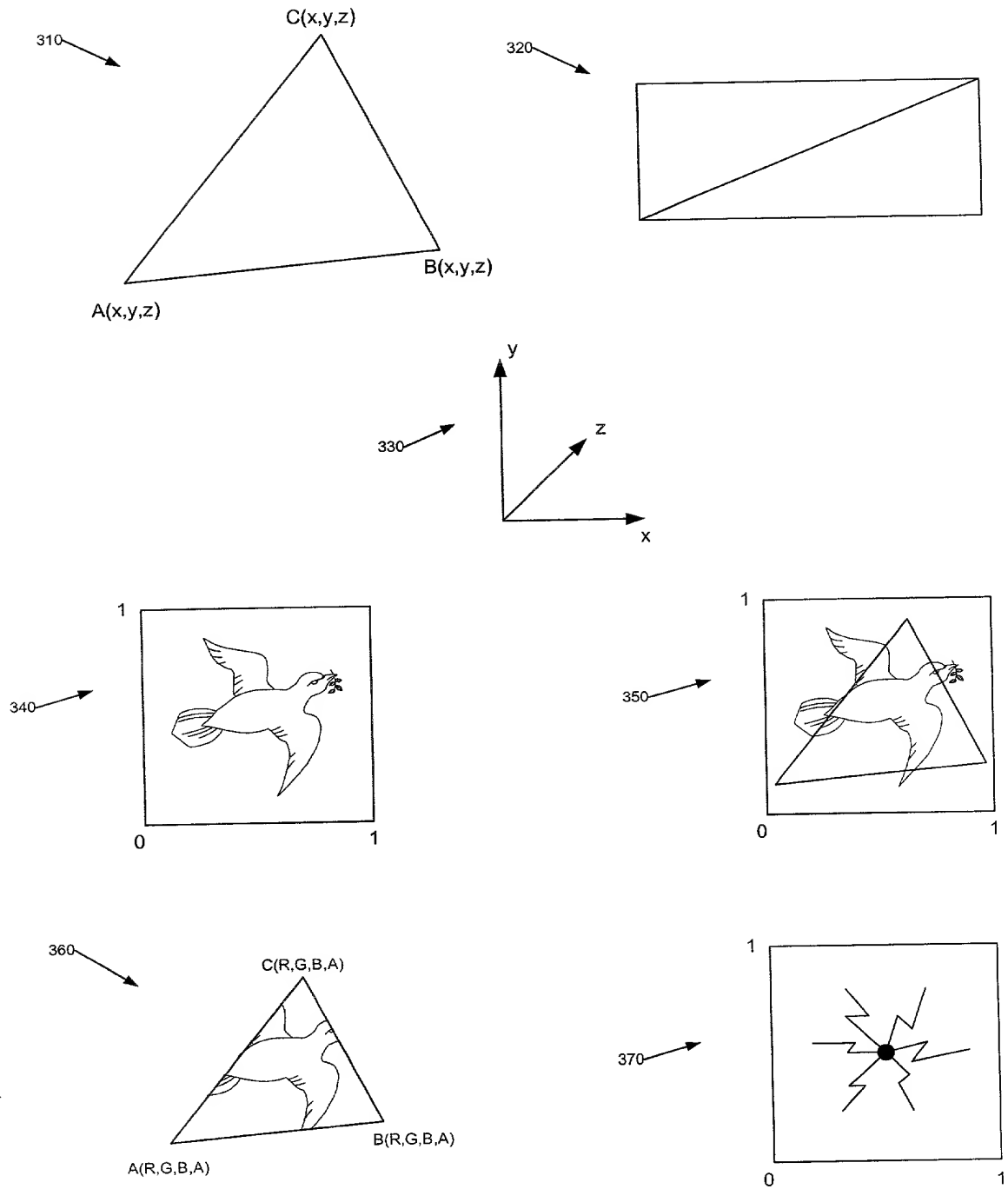


Figure 3  
(PRIOR ART)

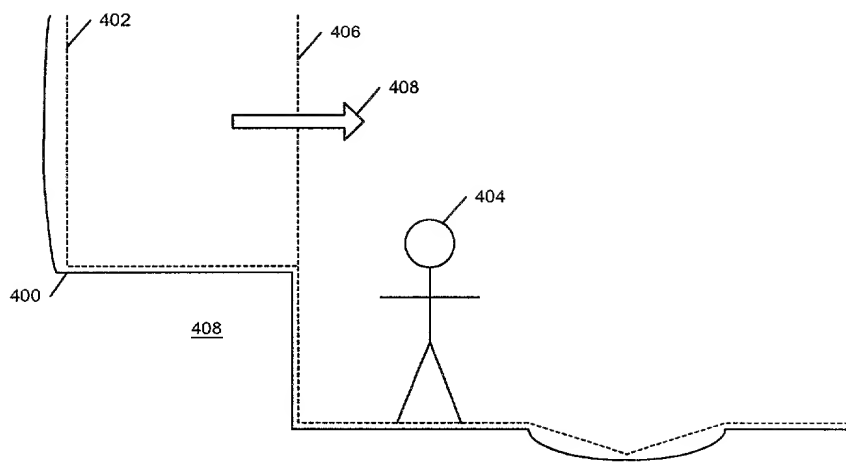


Figure 4a

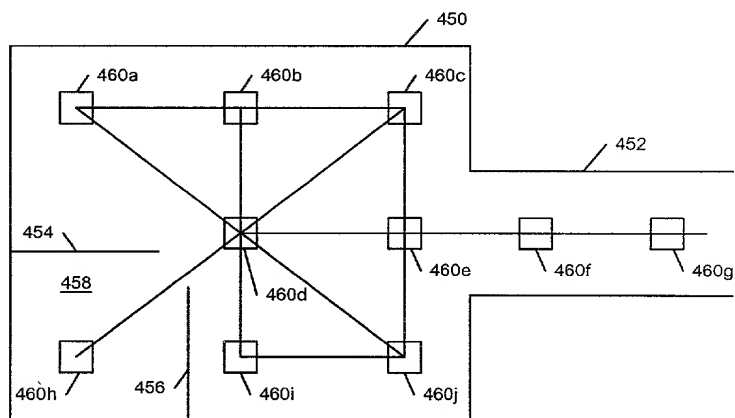


Figure 4b  
(PRIOR ART)

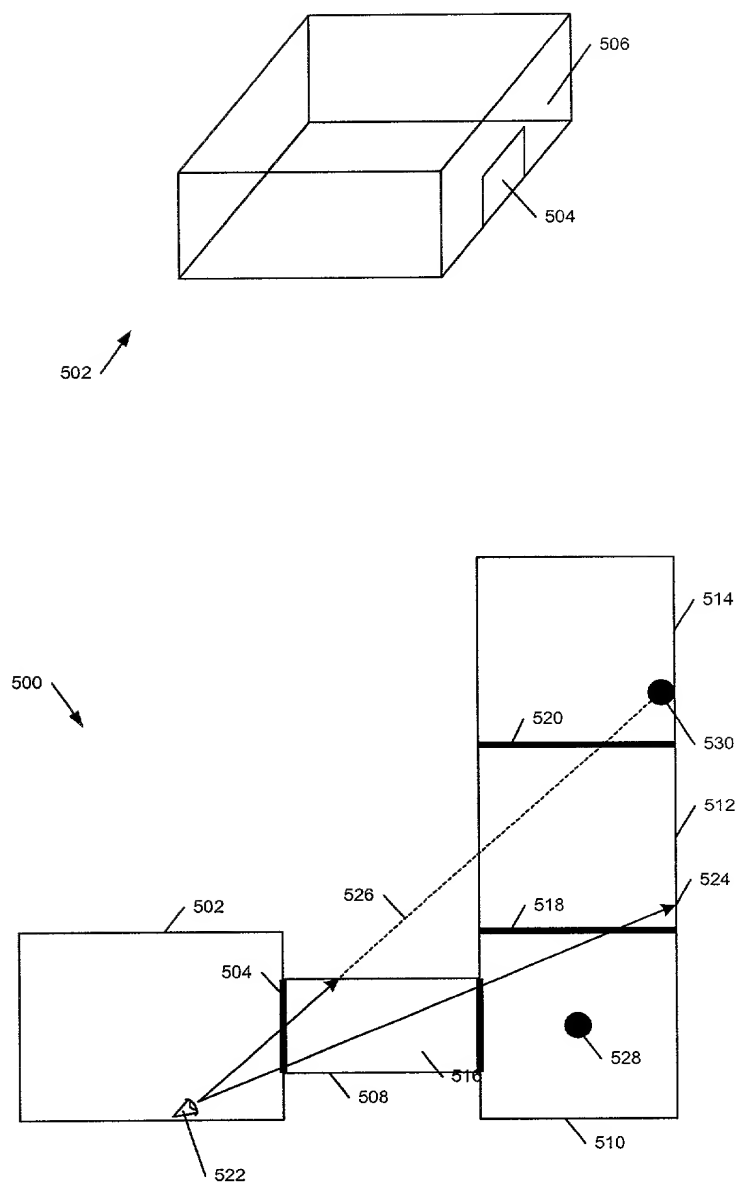


Figure 5

FIG. 6a

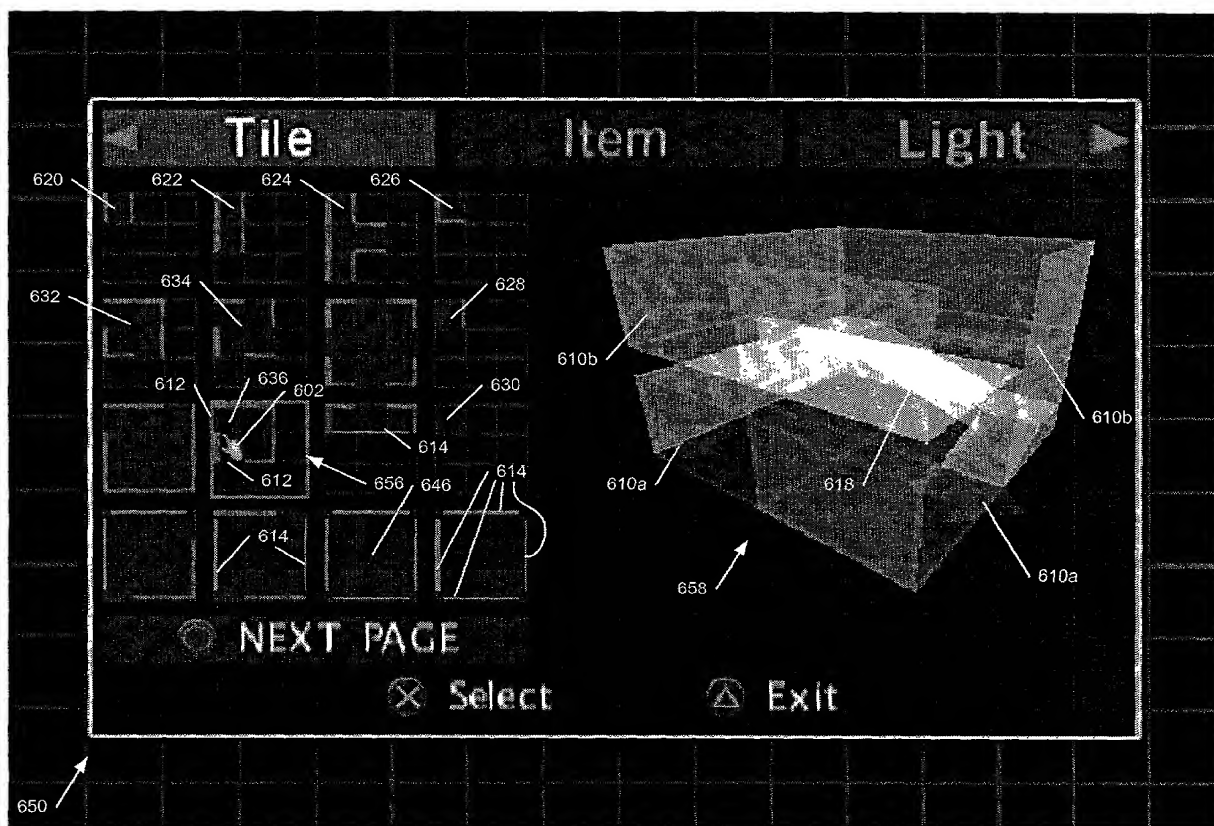
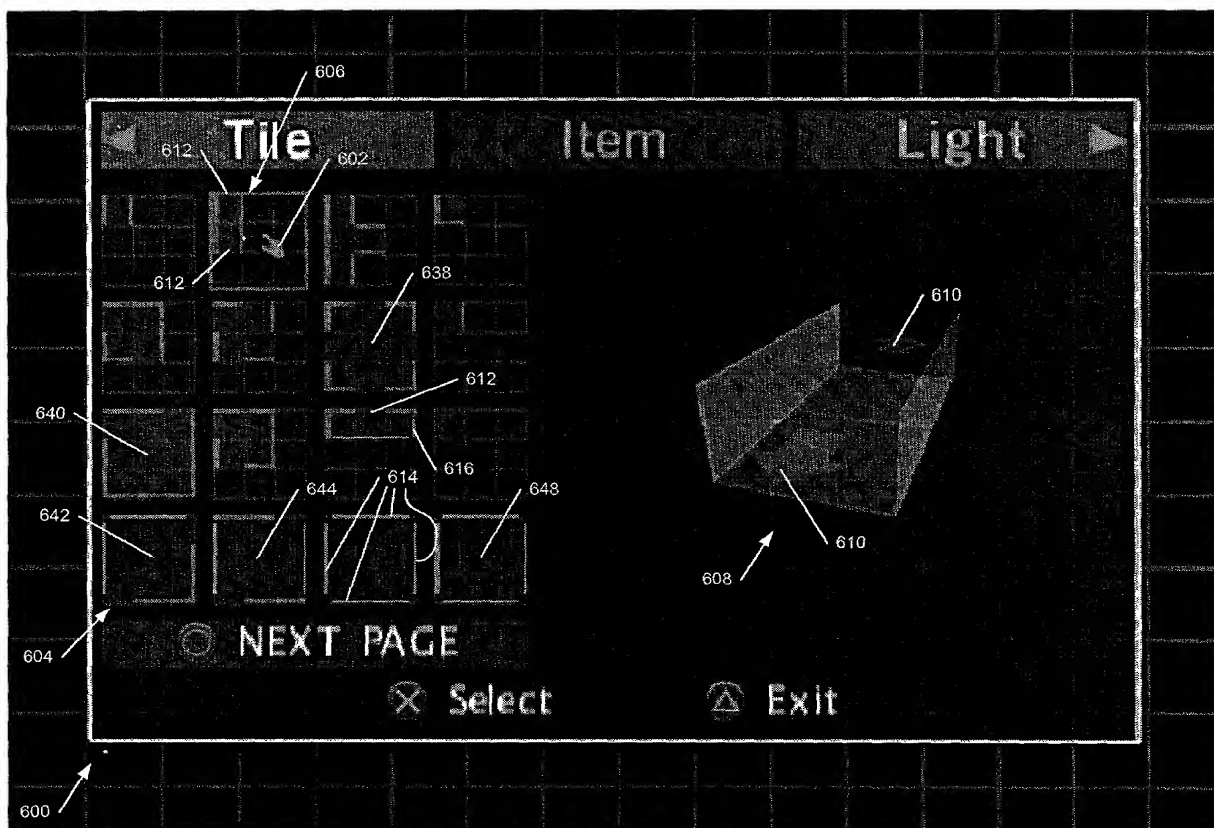


Figure 6a

FIG. 6b

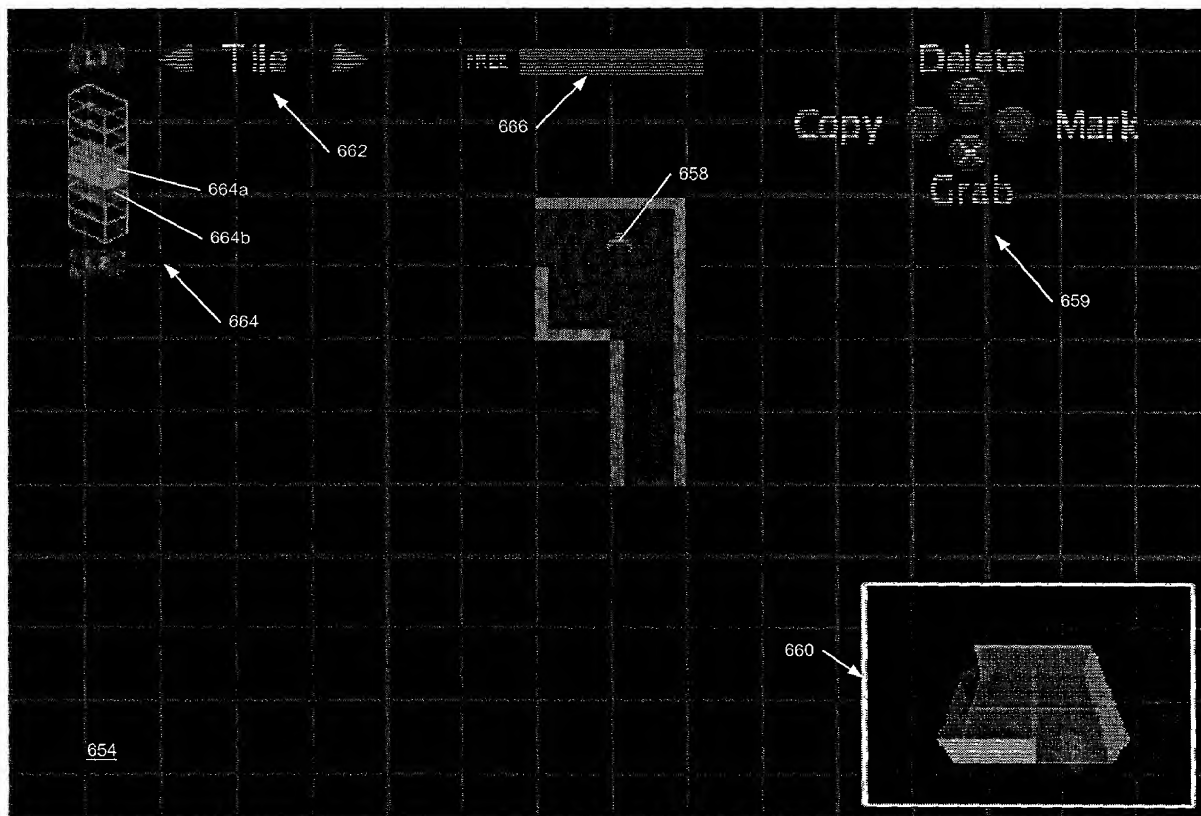
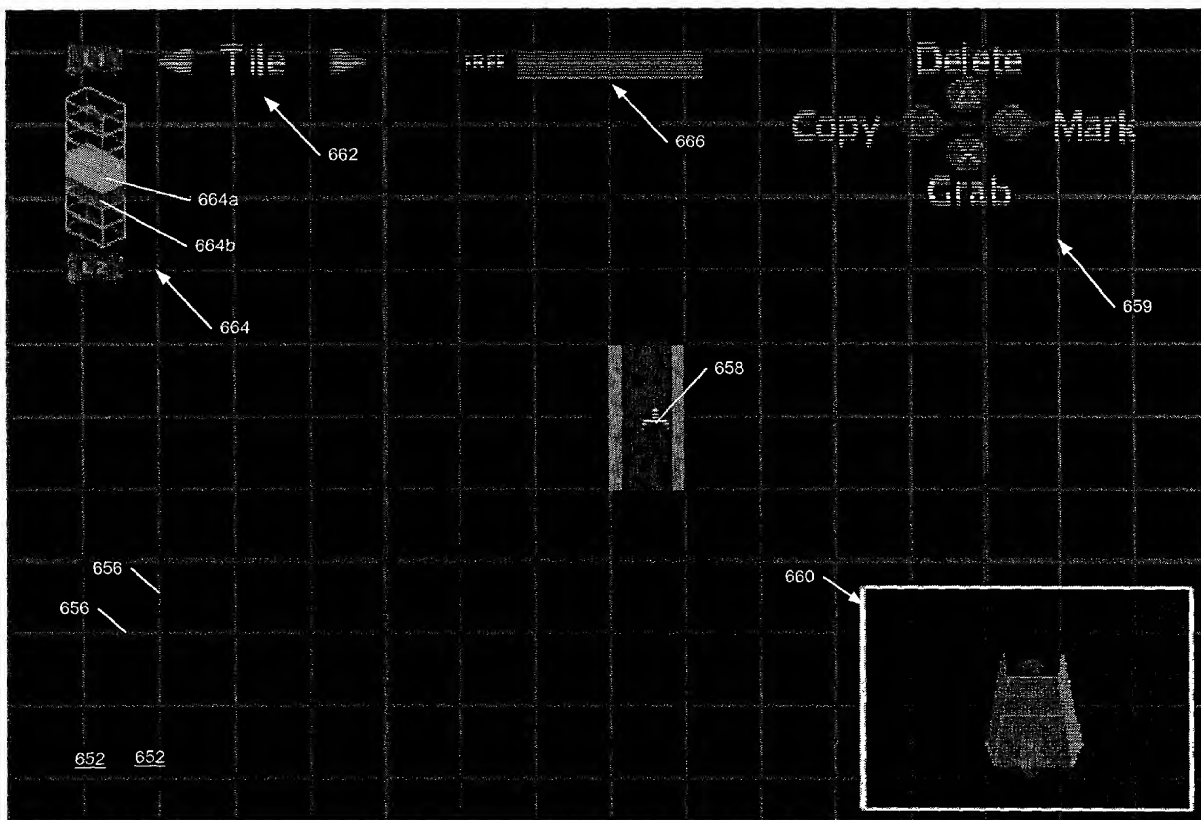


Figure 6b

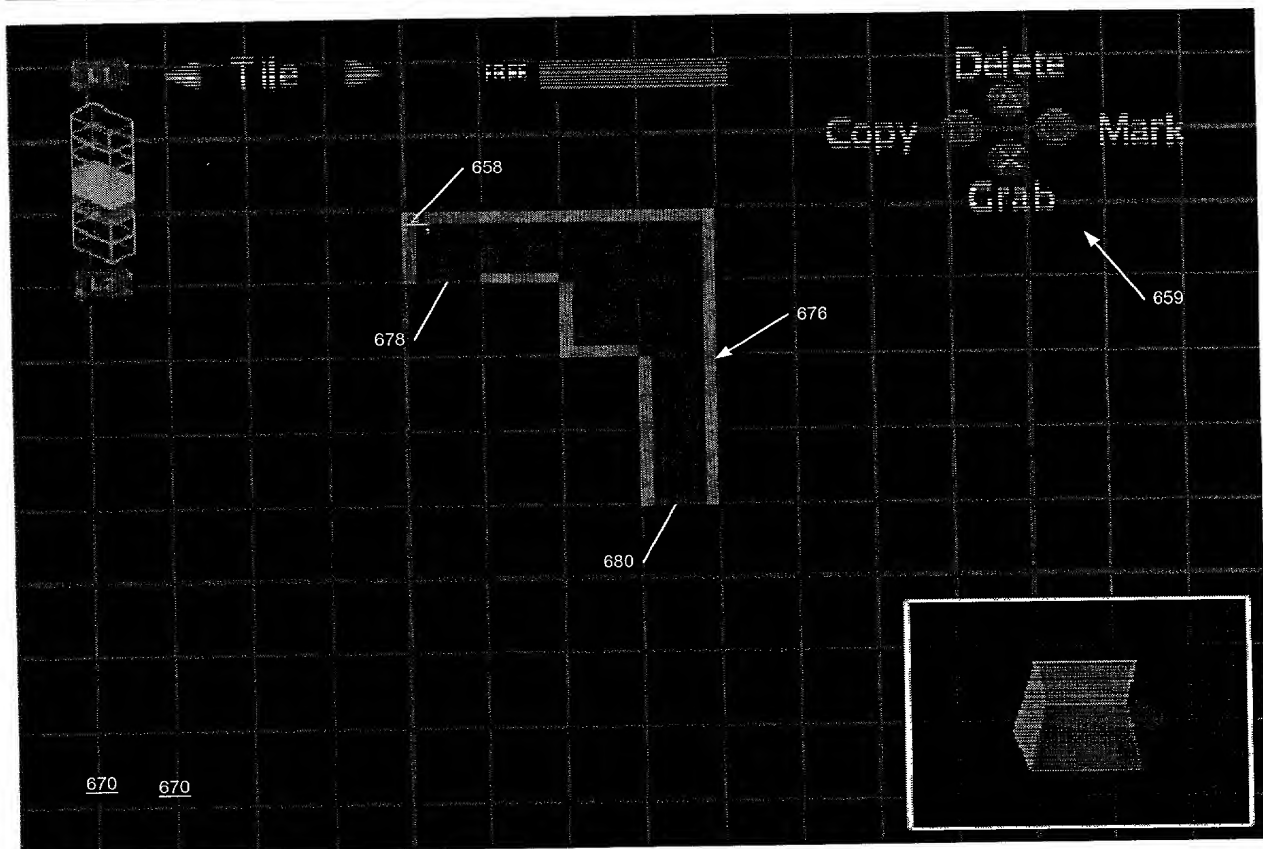
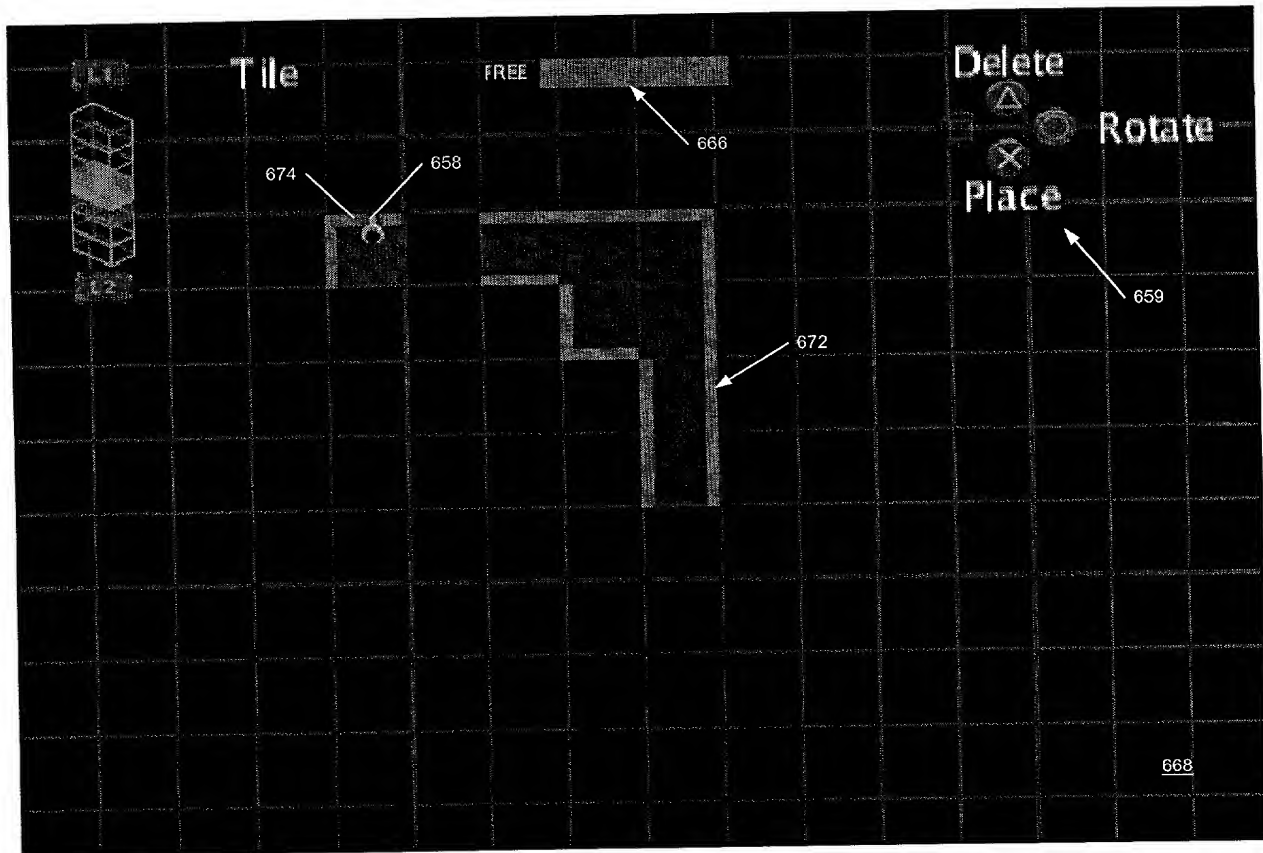


Figure 6c



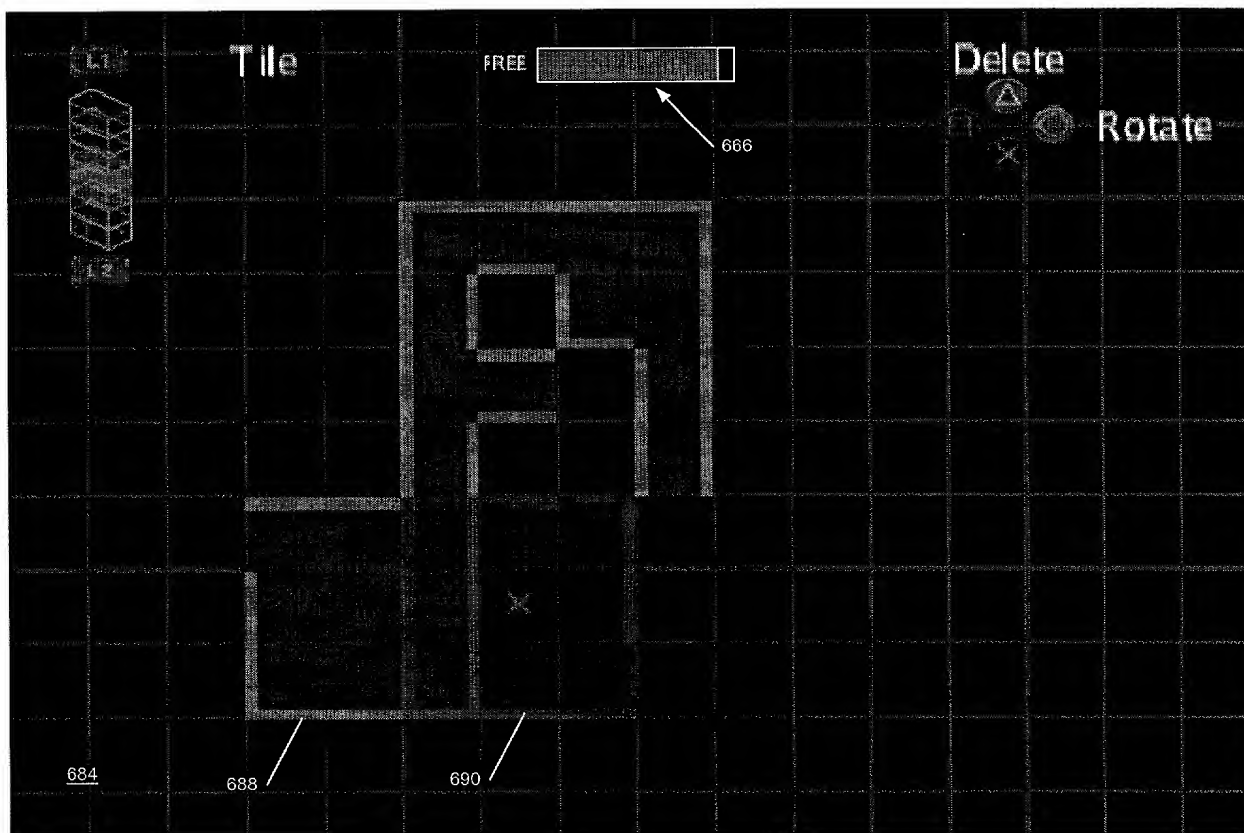
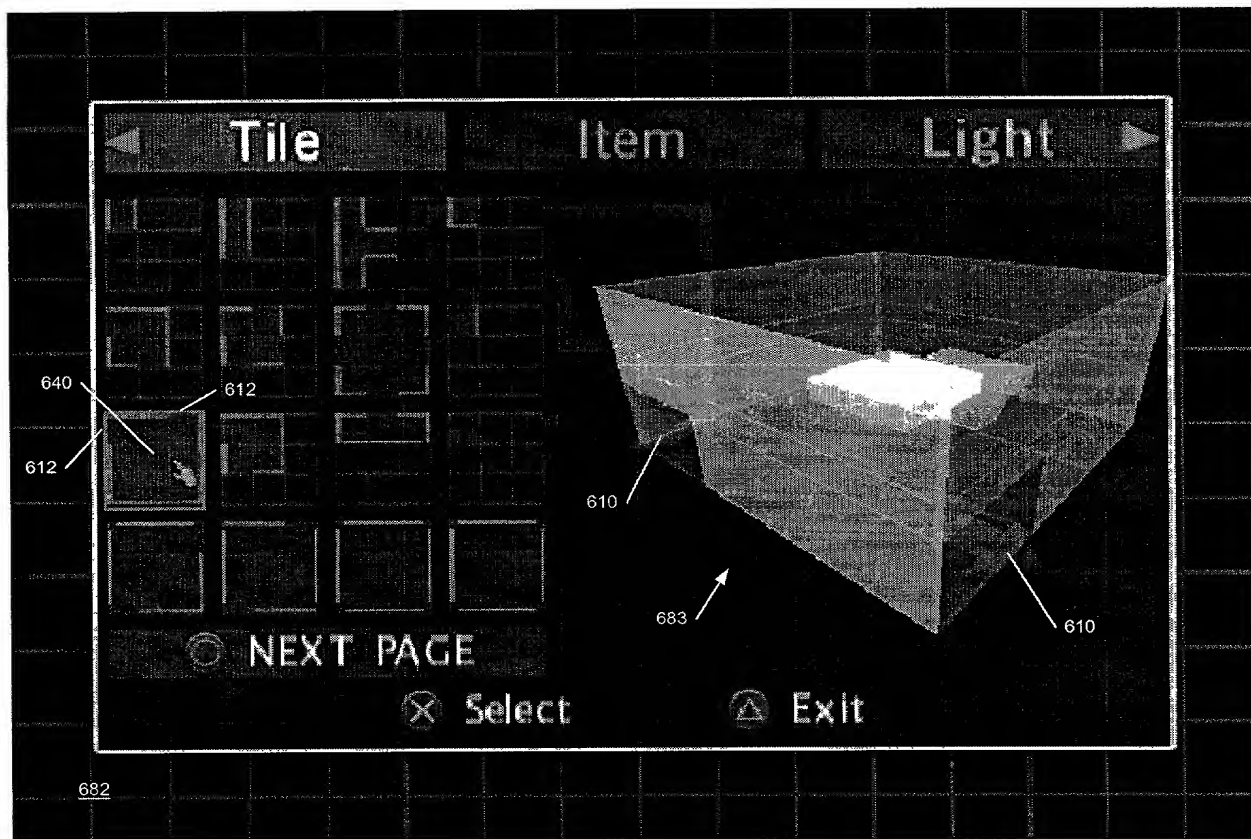


Figure 6d

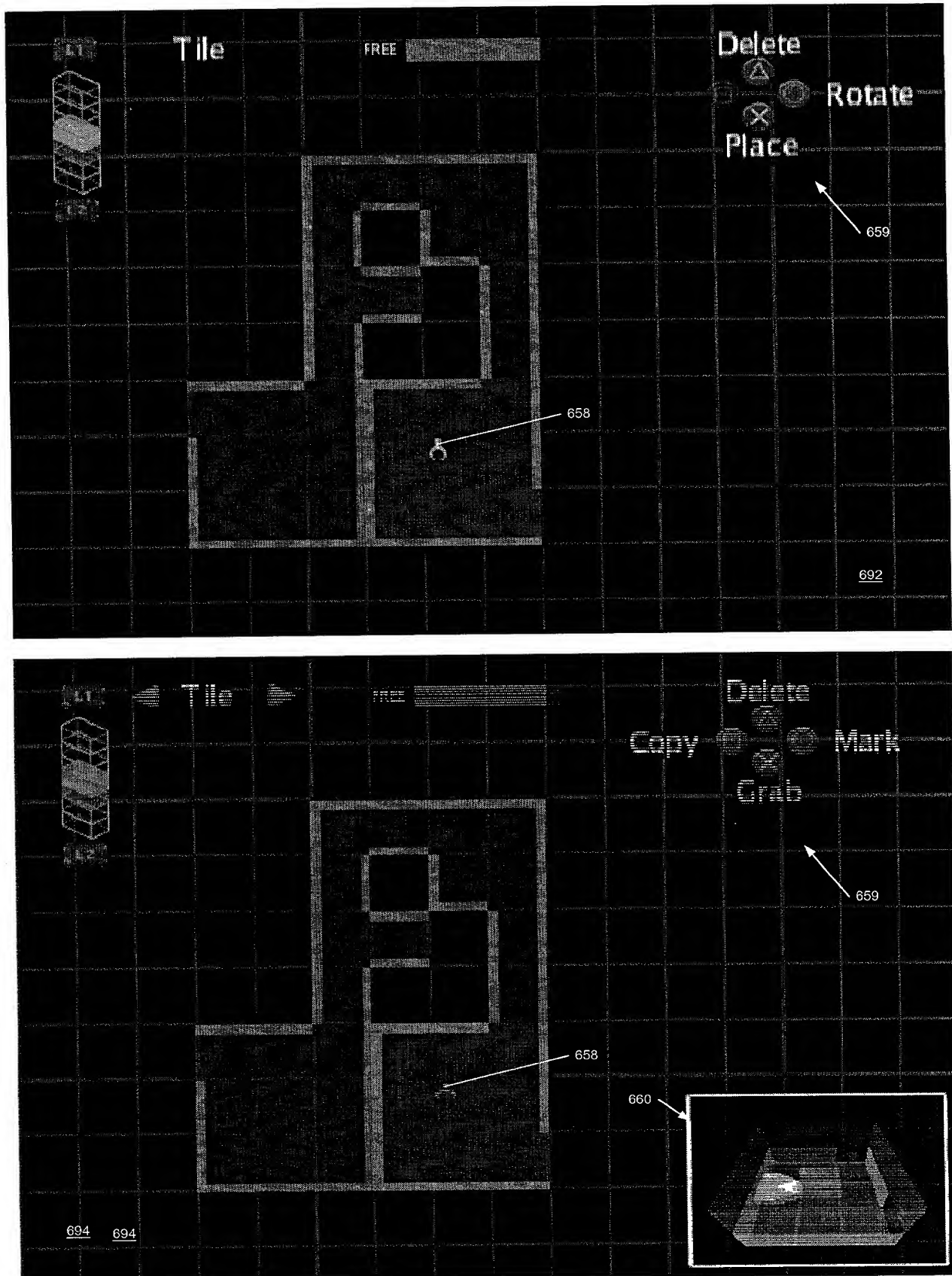


Figure 6e

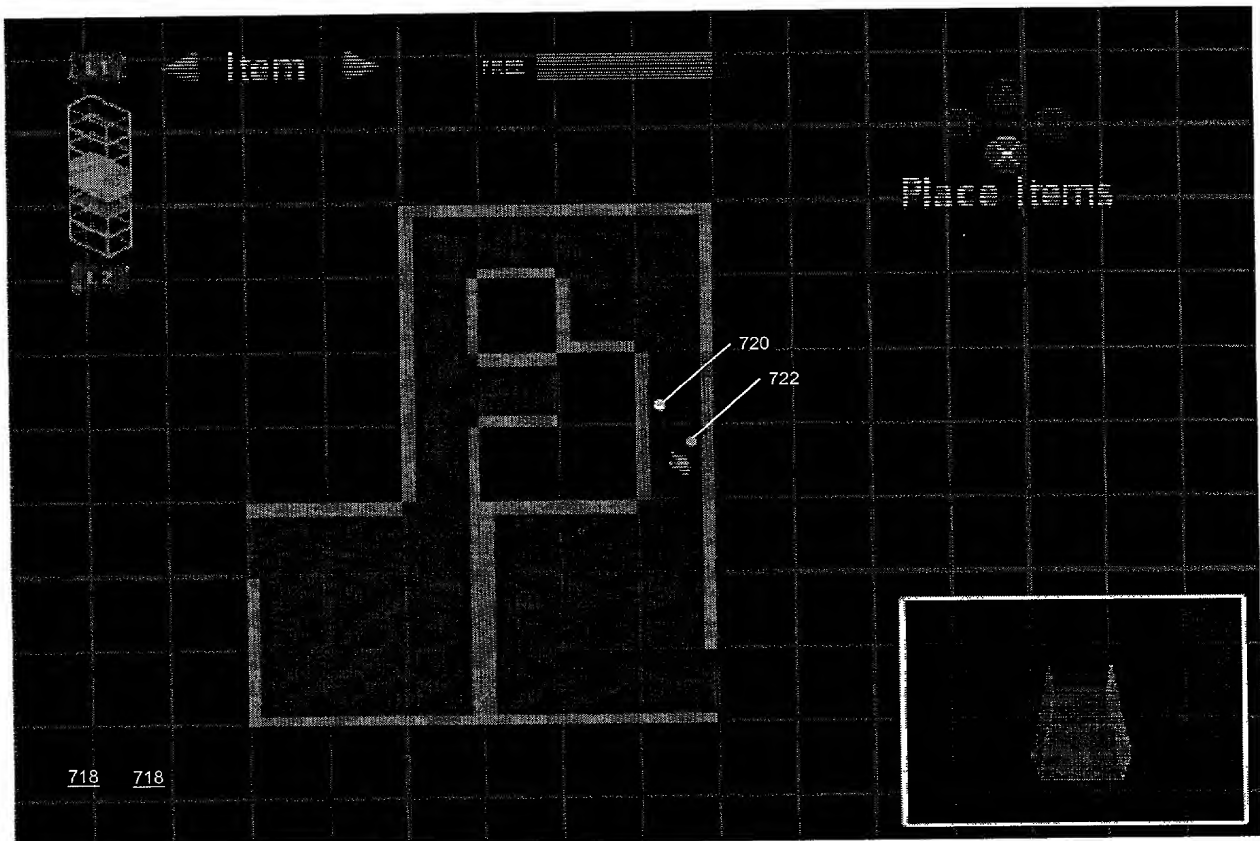
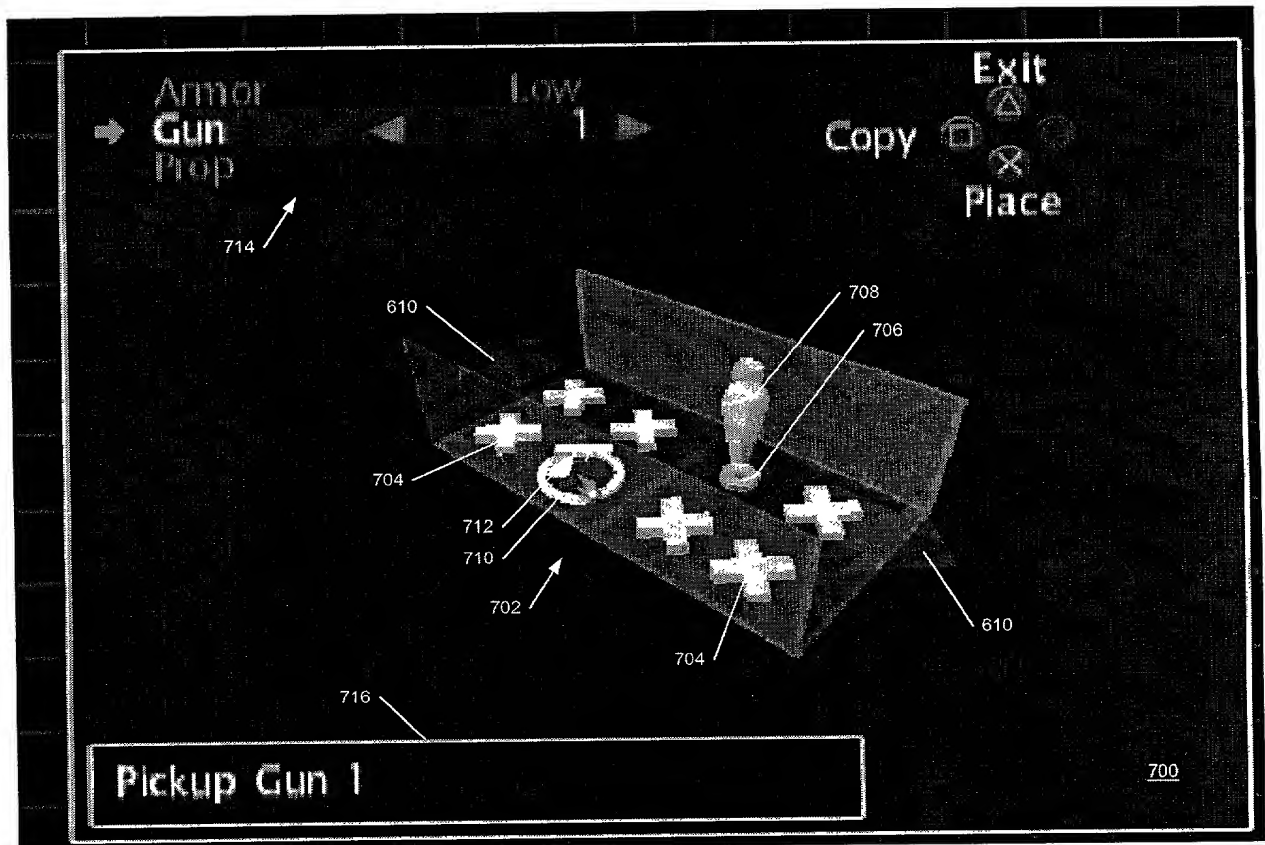


Figure 7a

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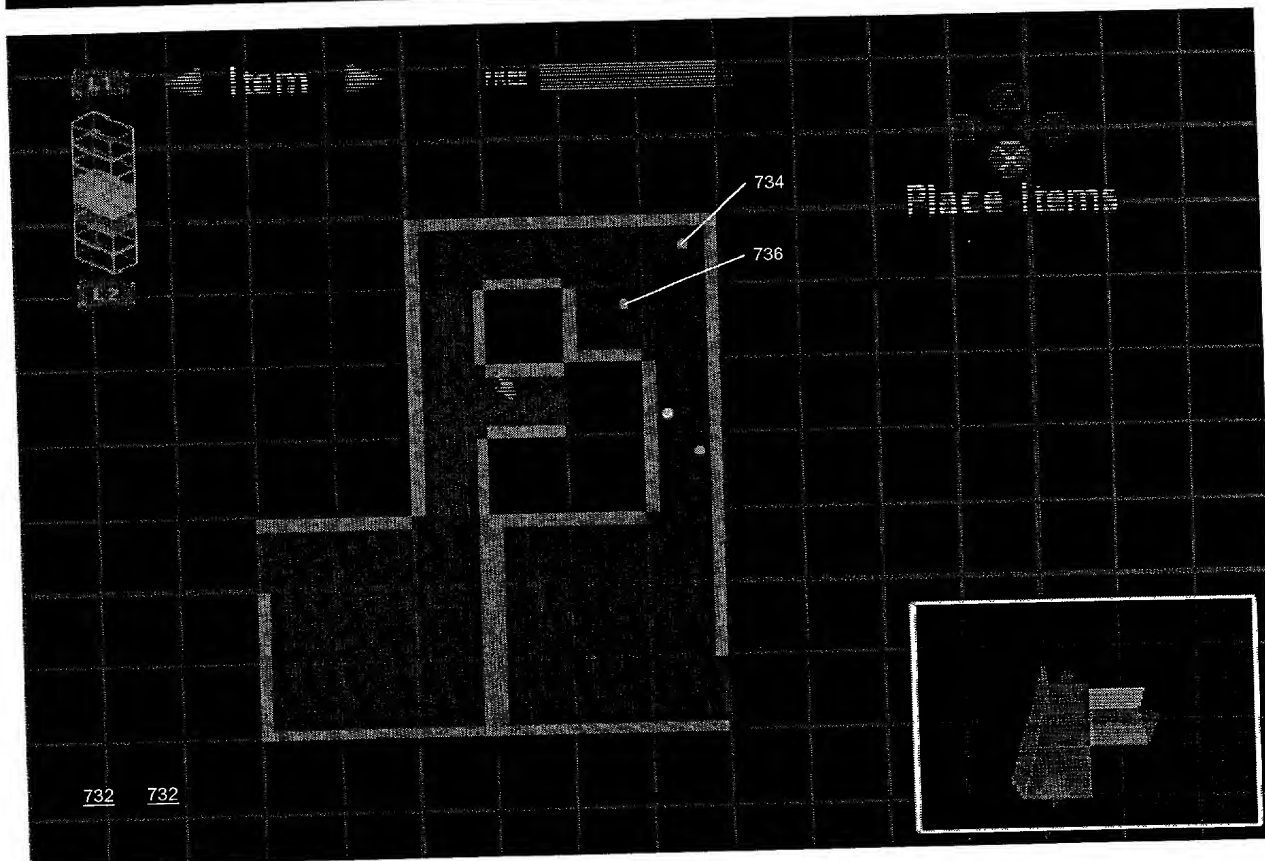
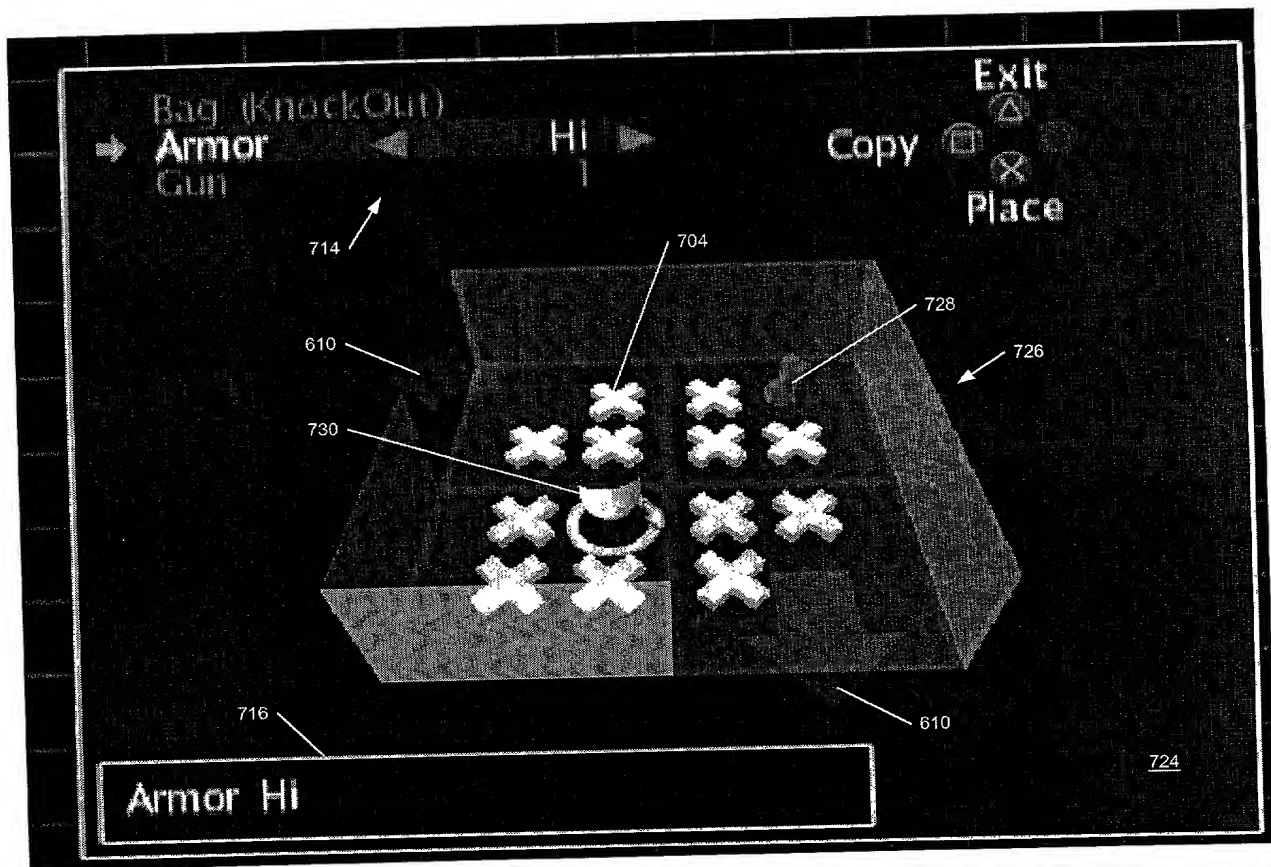
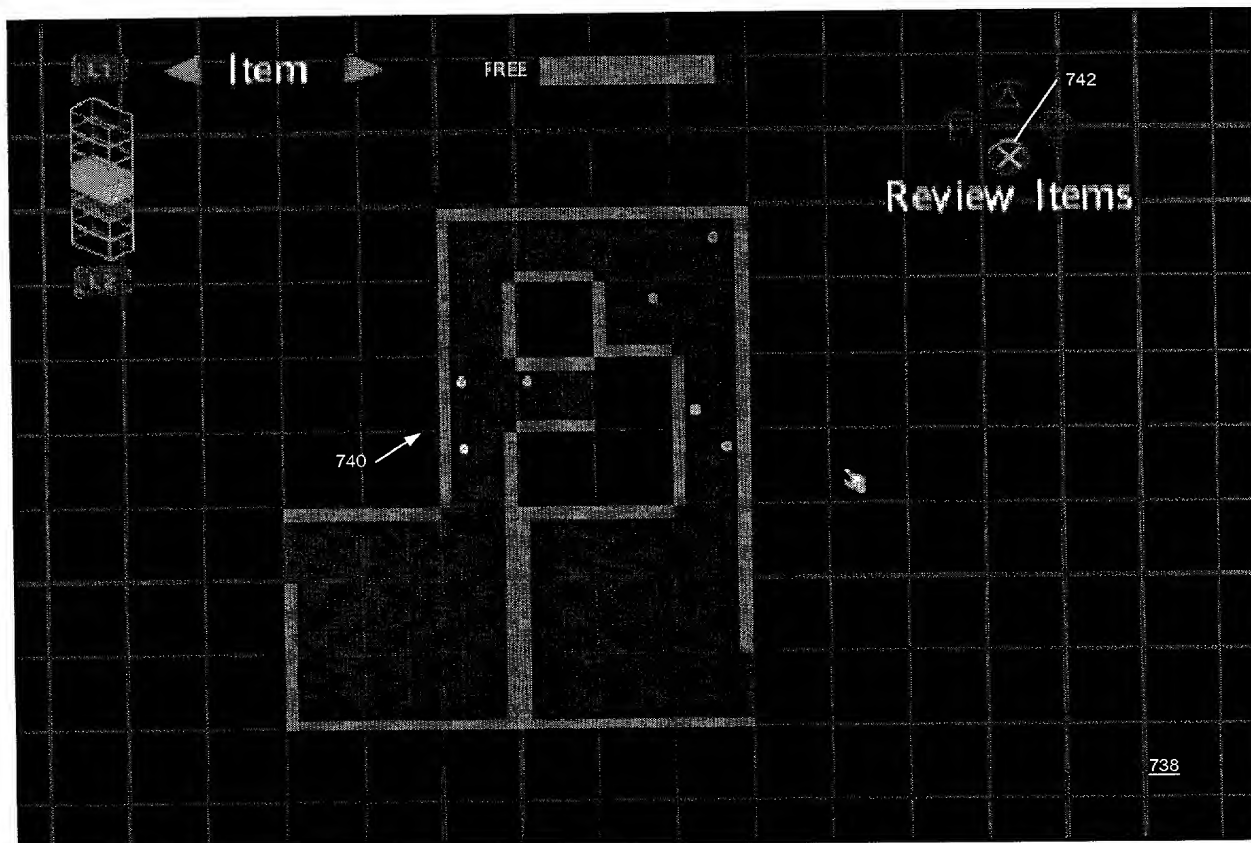


Figure 7b





Tile	Item	Light
Starts	Bases	Weapons
All	2	Pickup Gun 1 1
RED	-	Pickup Gun 2 2
BLUE	-	Pickup Gun 3 -
YELLOW	-	Pickup Gun 4 -
GREEN	-	Pickup Gun 5 -
Health	1	BagTag Bag
Armor	1	KnockOut Bags -
Select		Exit

744 744

Figure 7c

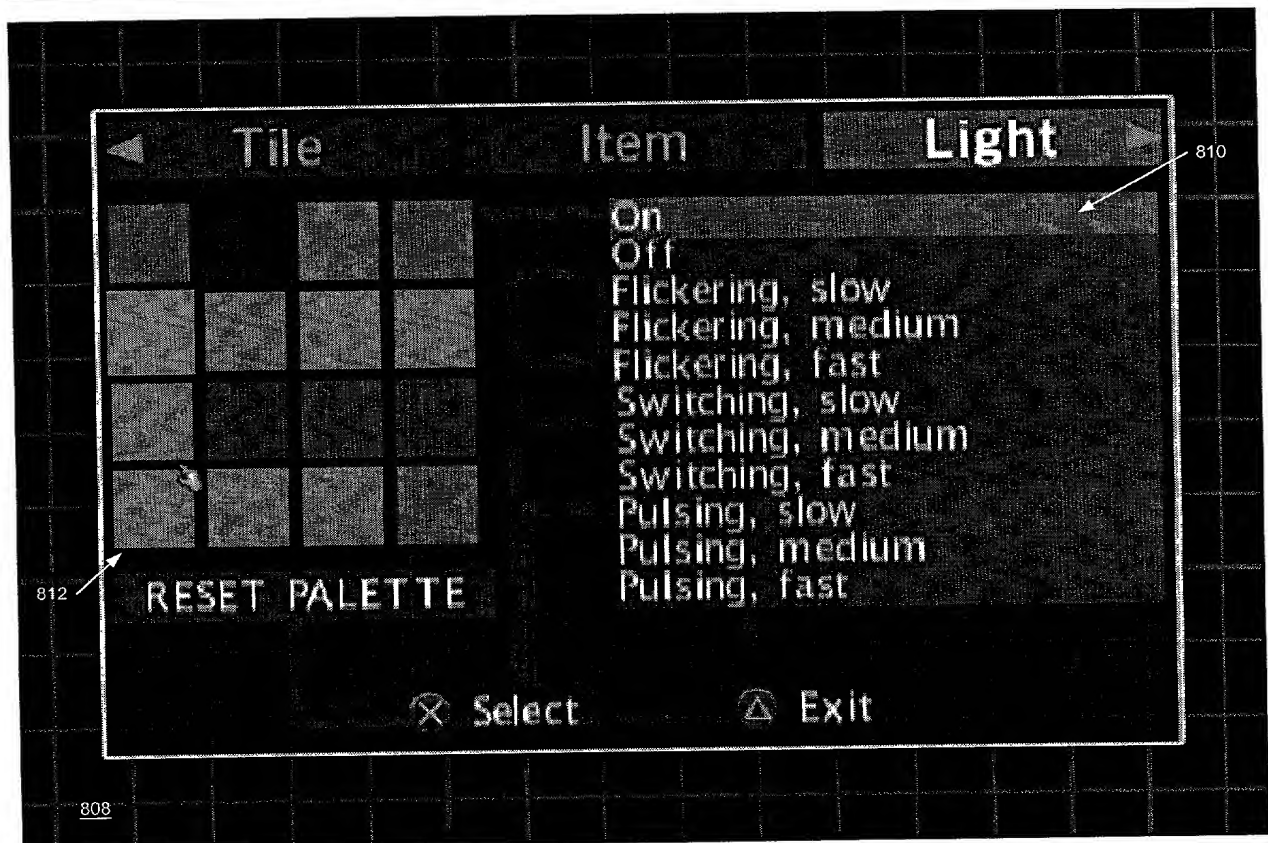
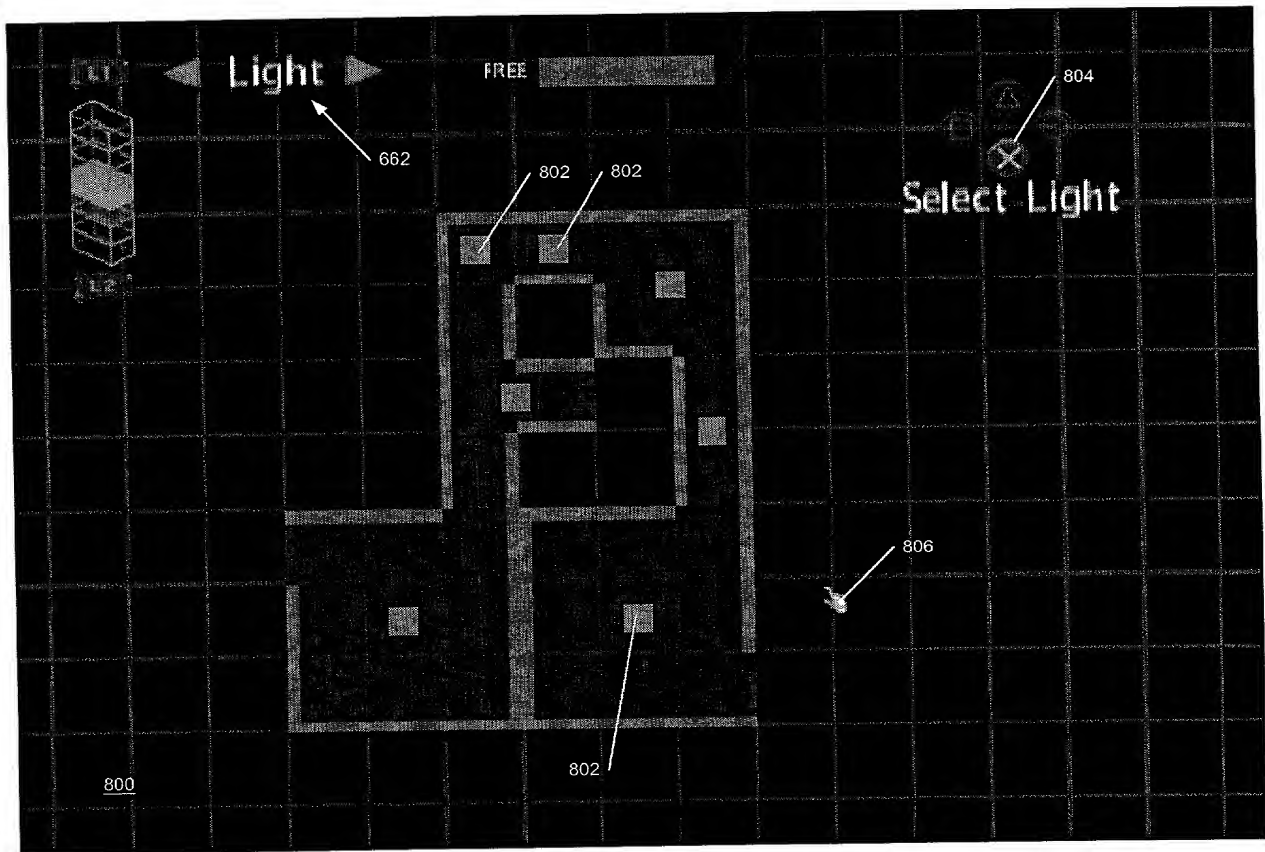


Figure 8a

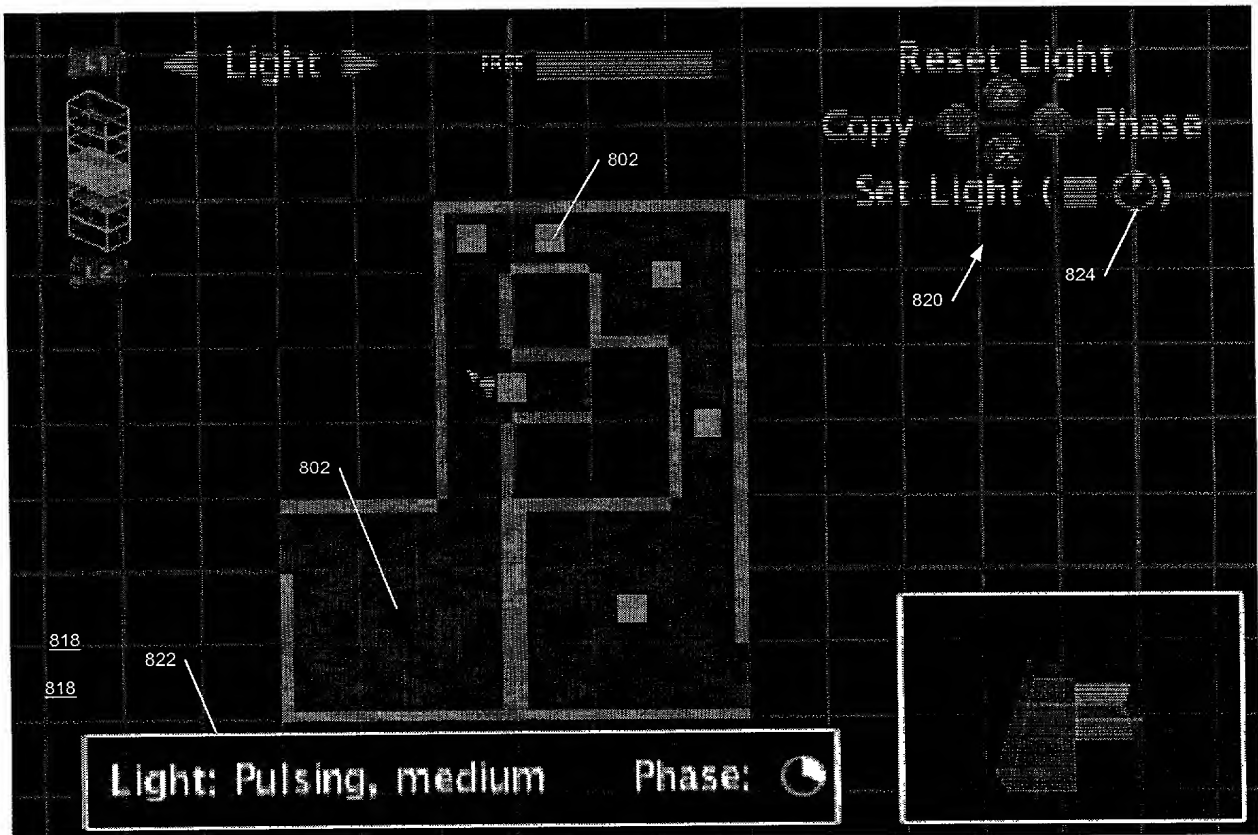
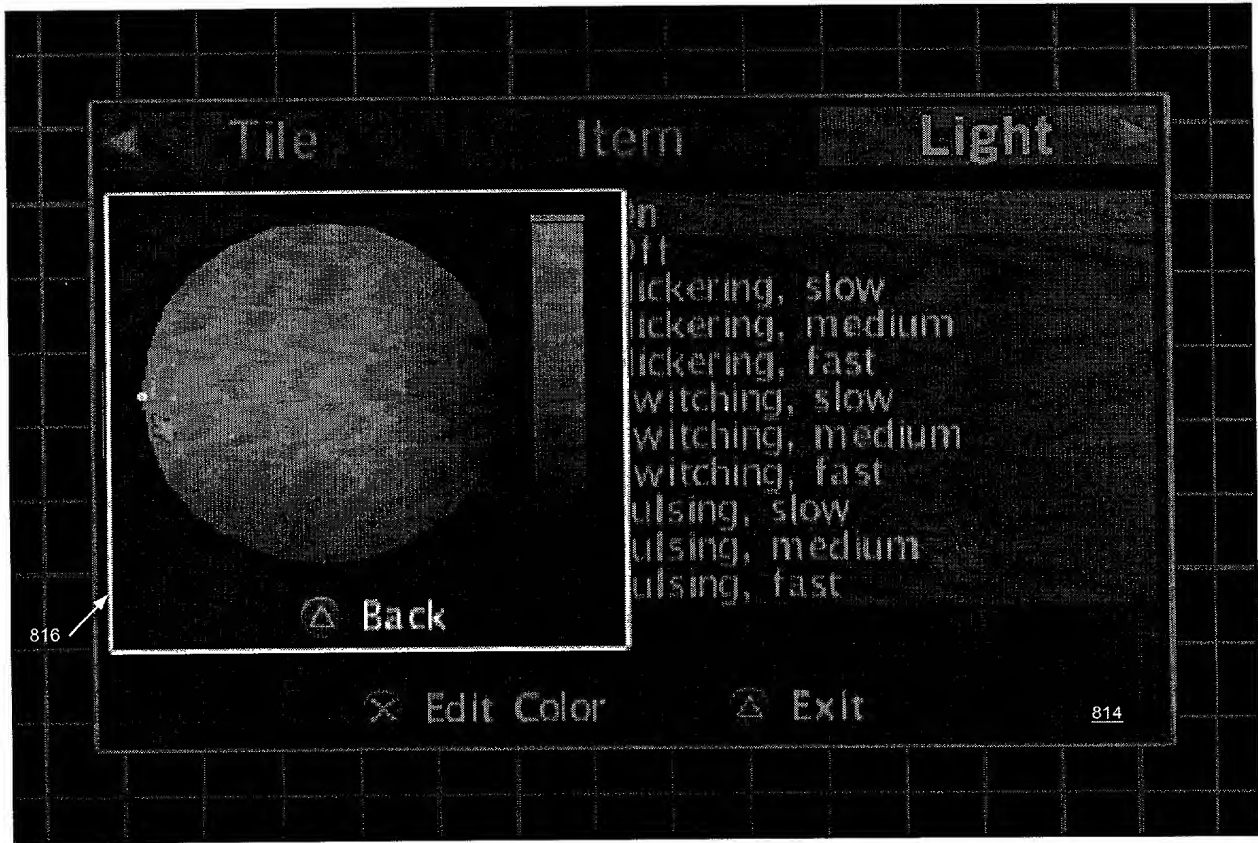


Figure 8b

Clear Start Bag Base

All RED

Exit

Copy

Place

904

902

904

904

904

Start All

900

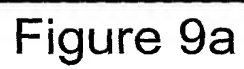


Figure 9a



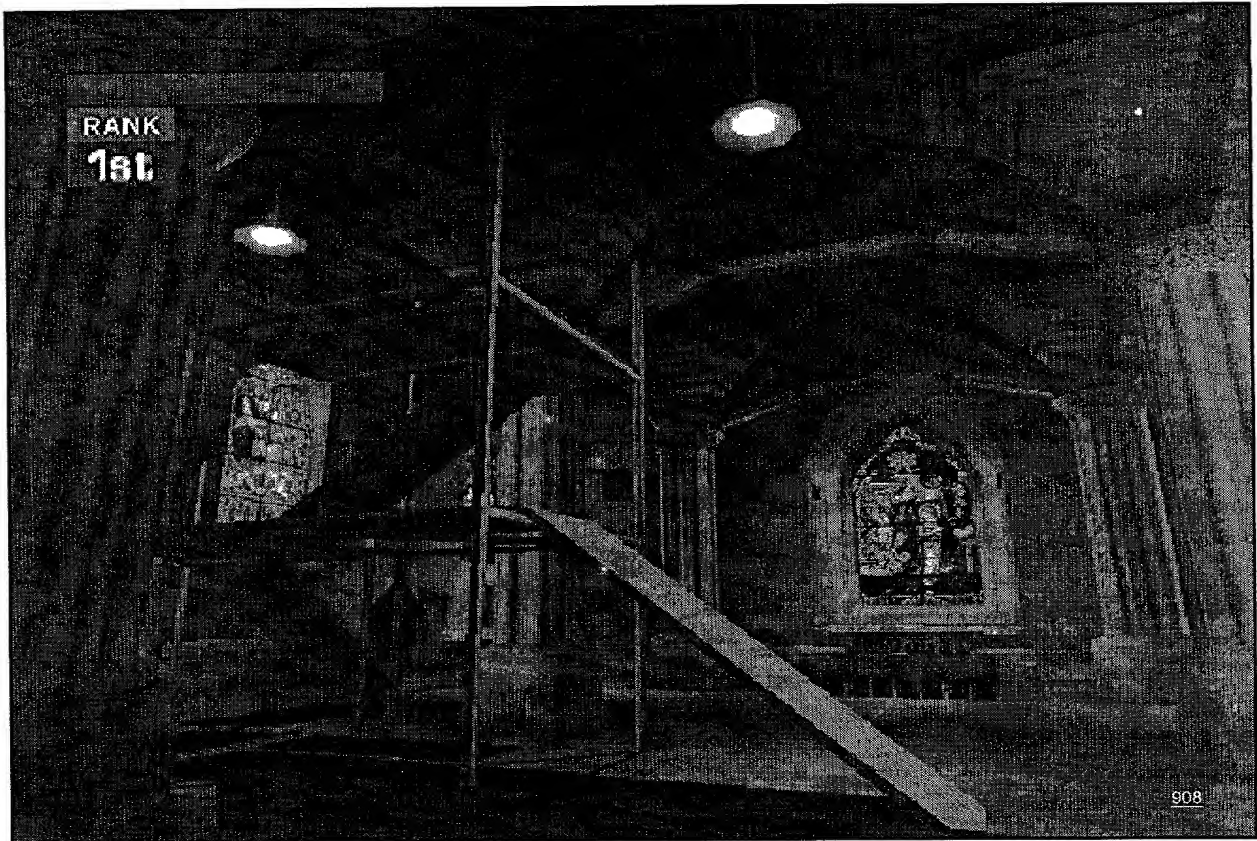


Figure 9b

09852125 "050901

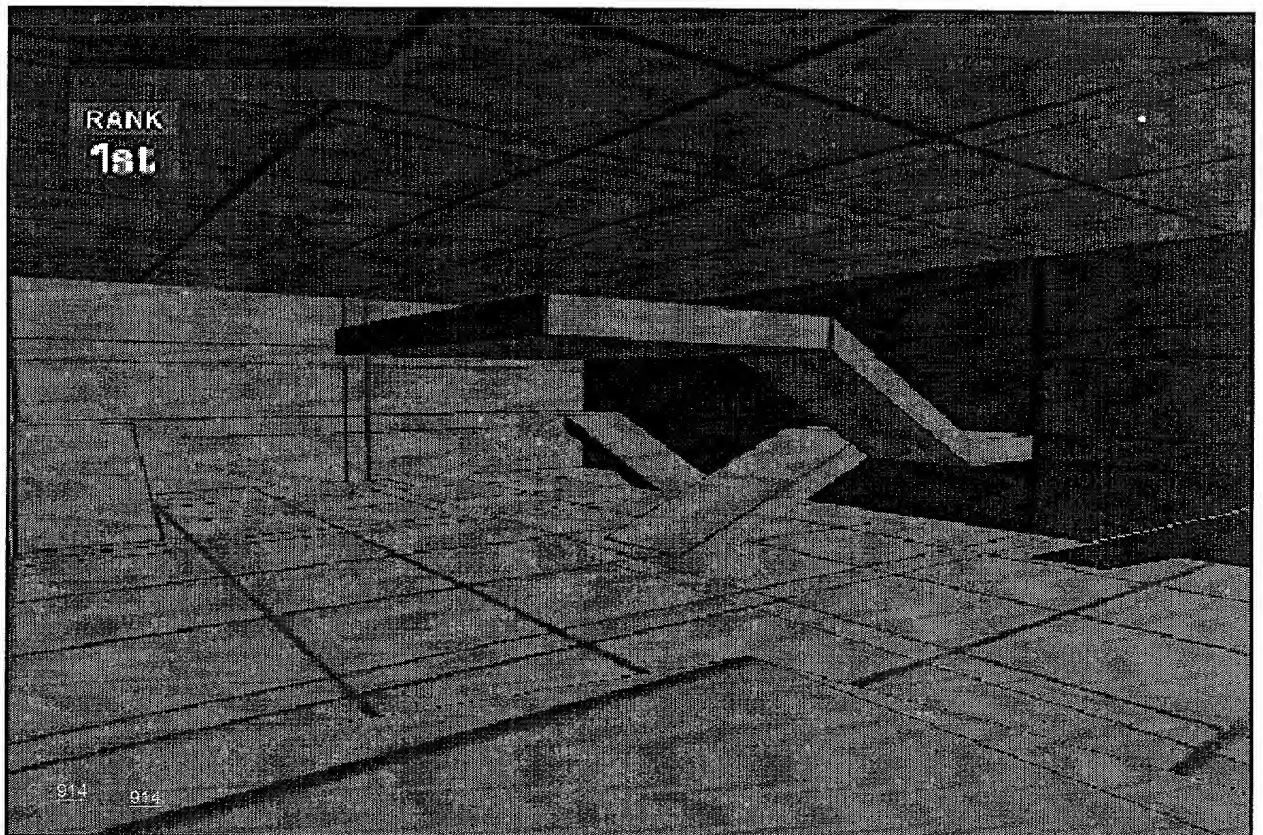
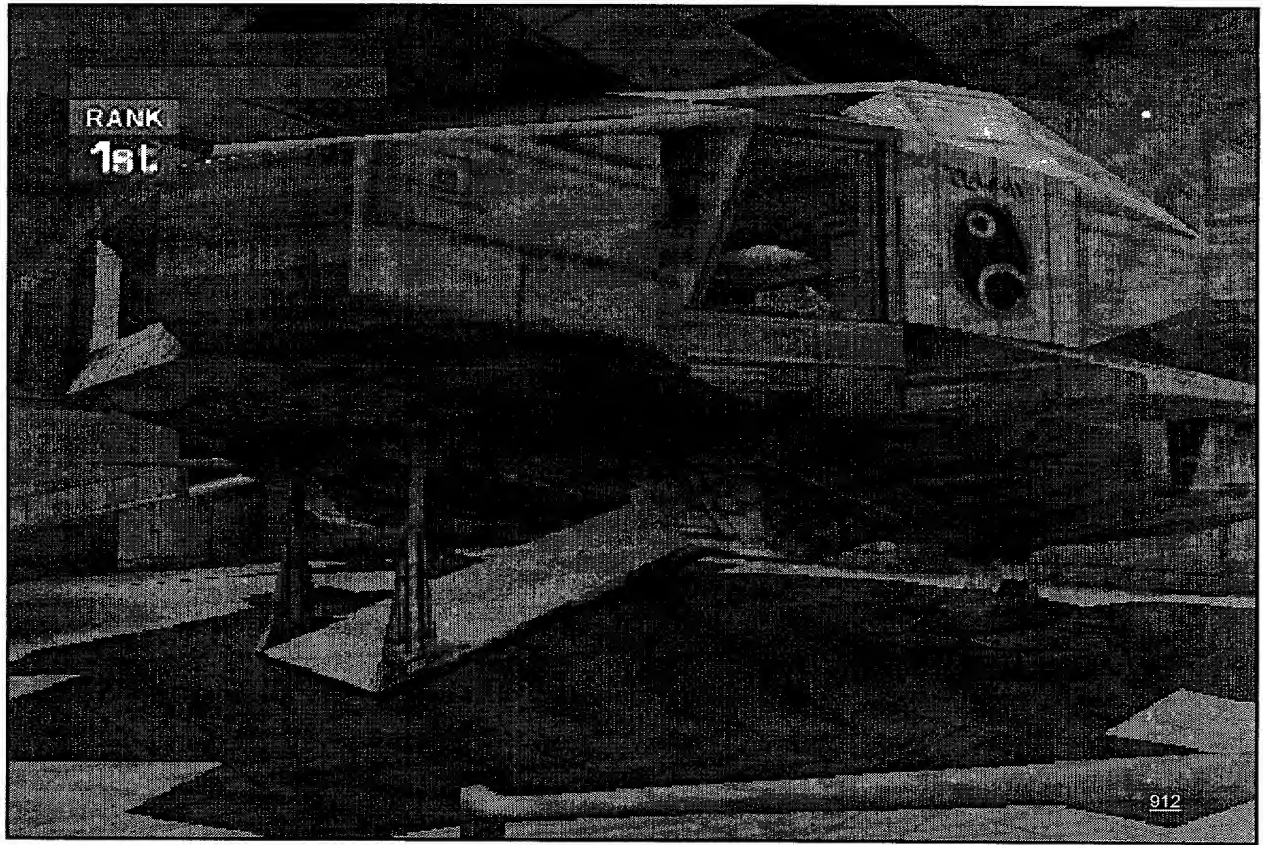


Figure 9c

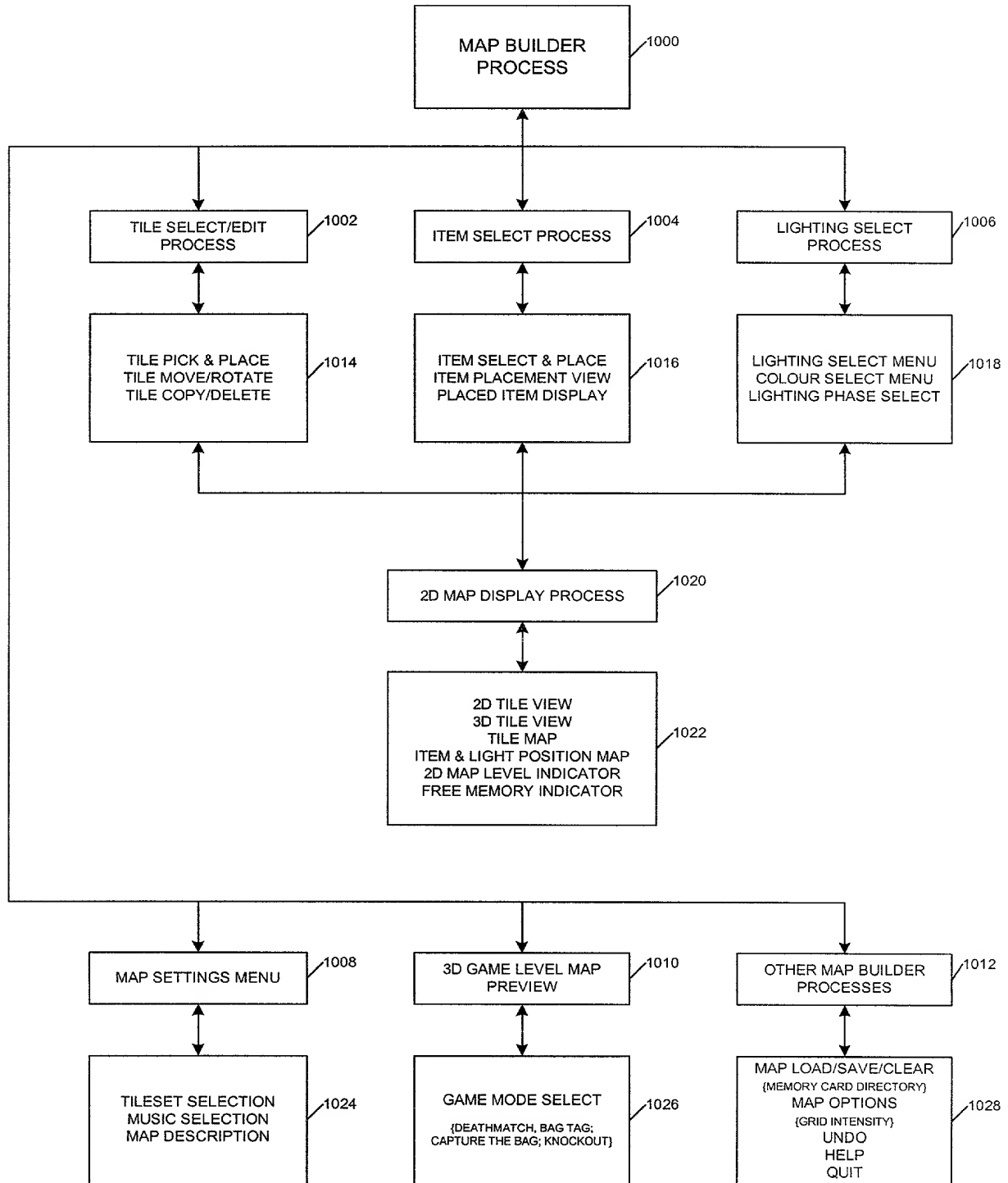


Figure 10

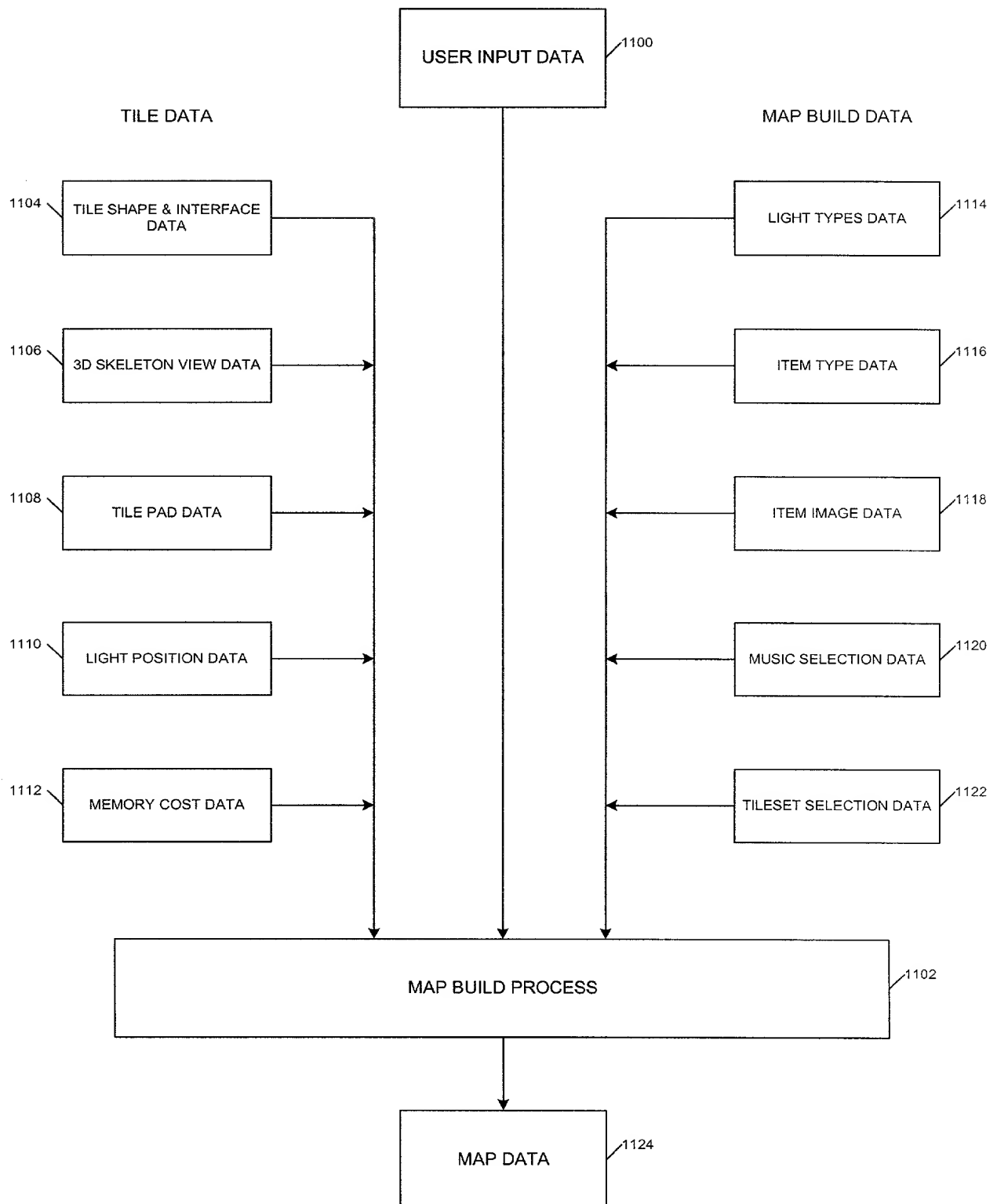


Figure 11

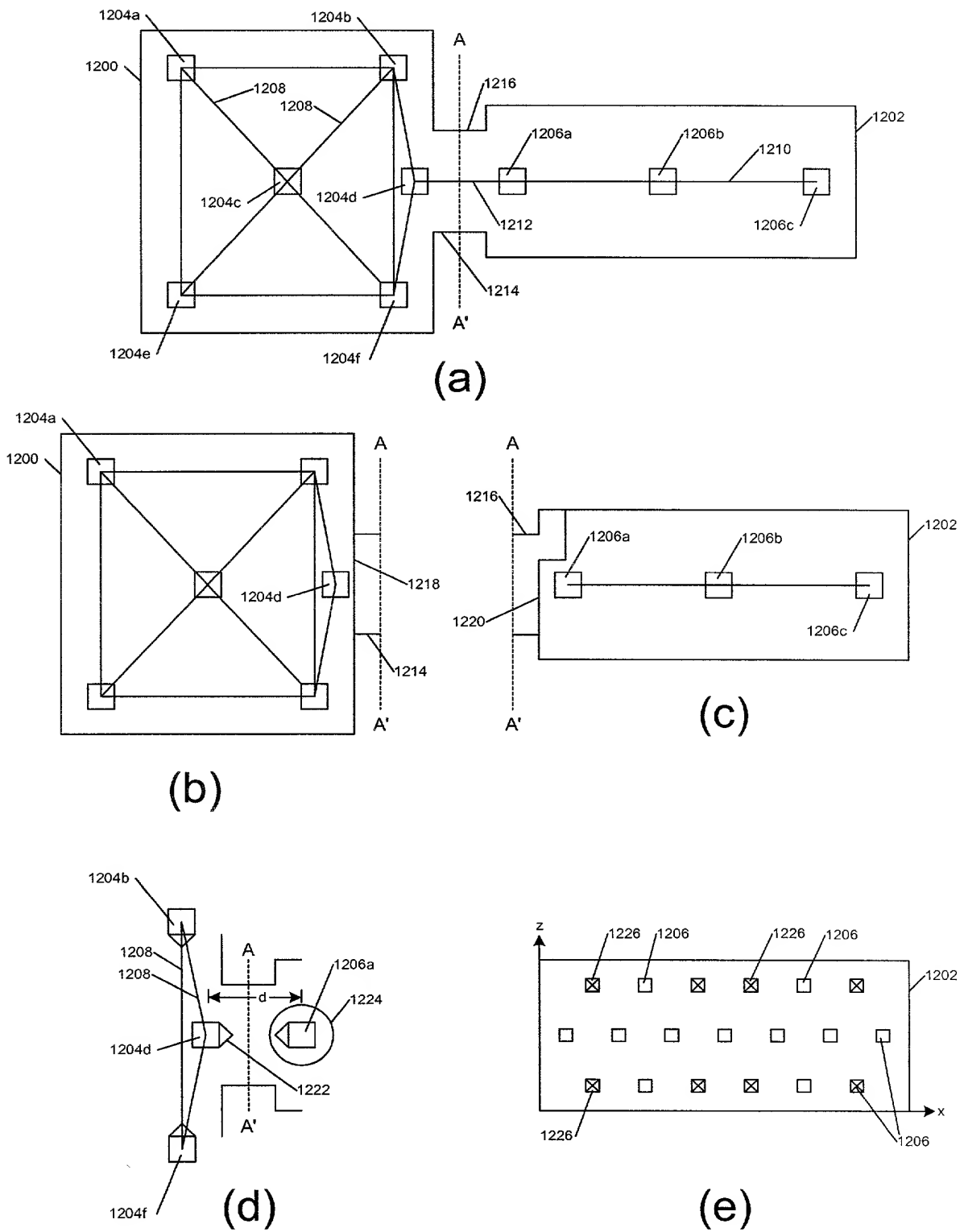


Figure 12

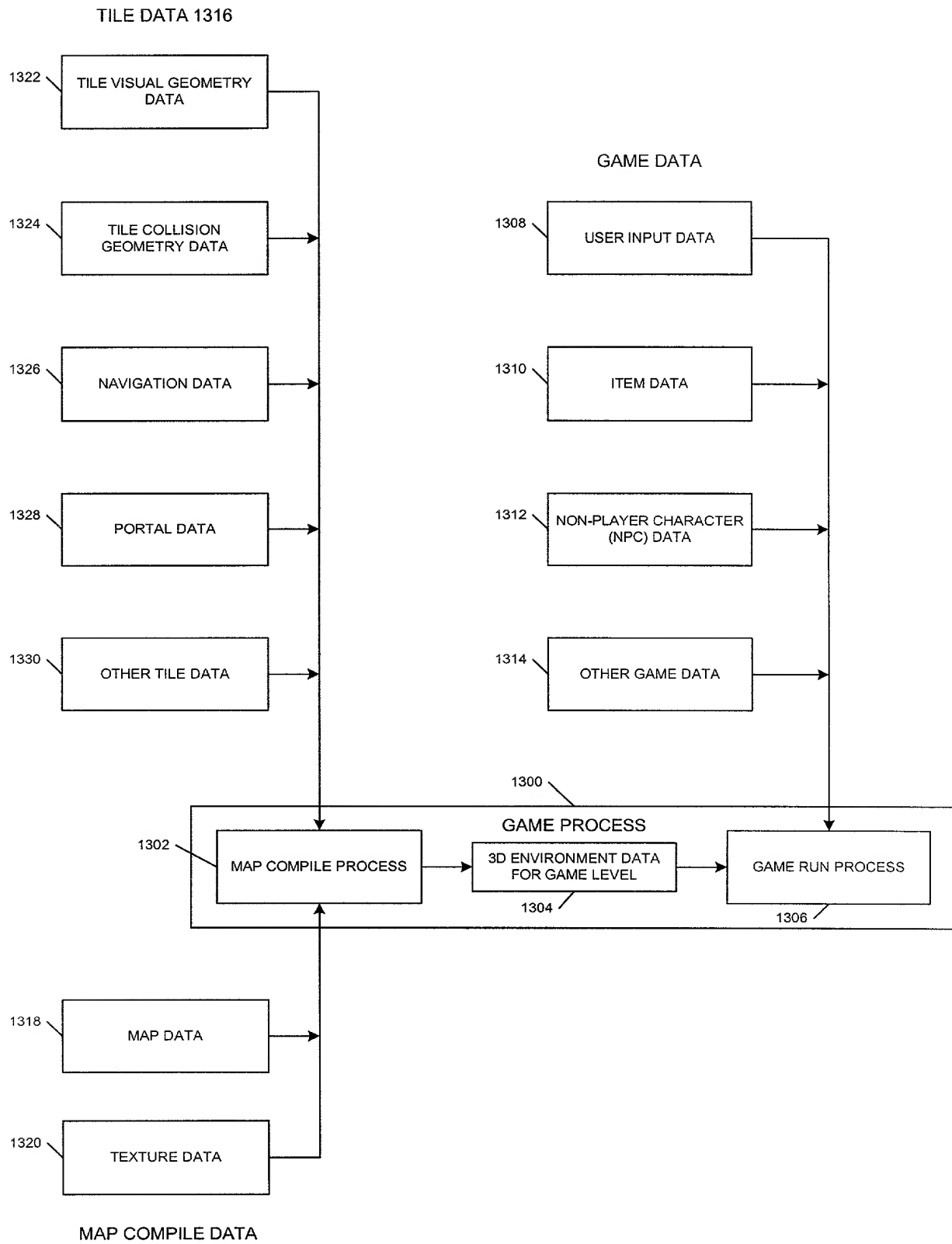


Figure 13



double\_corridor (geometry - untextured)

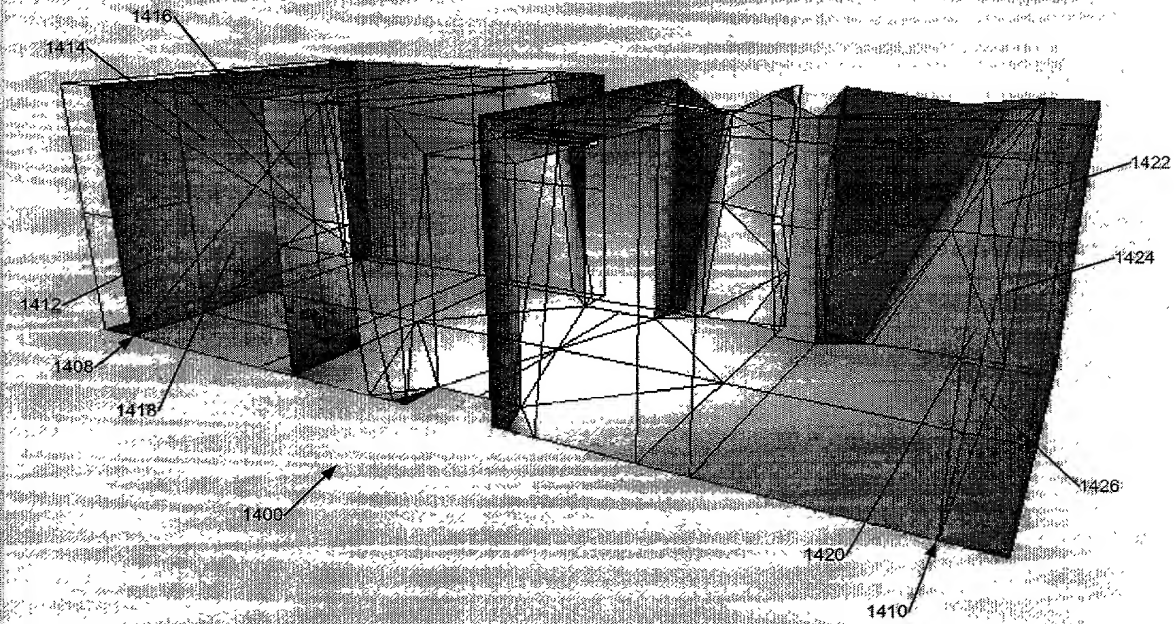


Figure 14a

double\_corridor (geometry - textured)

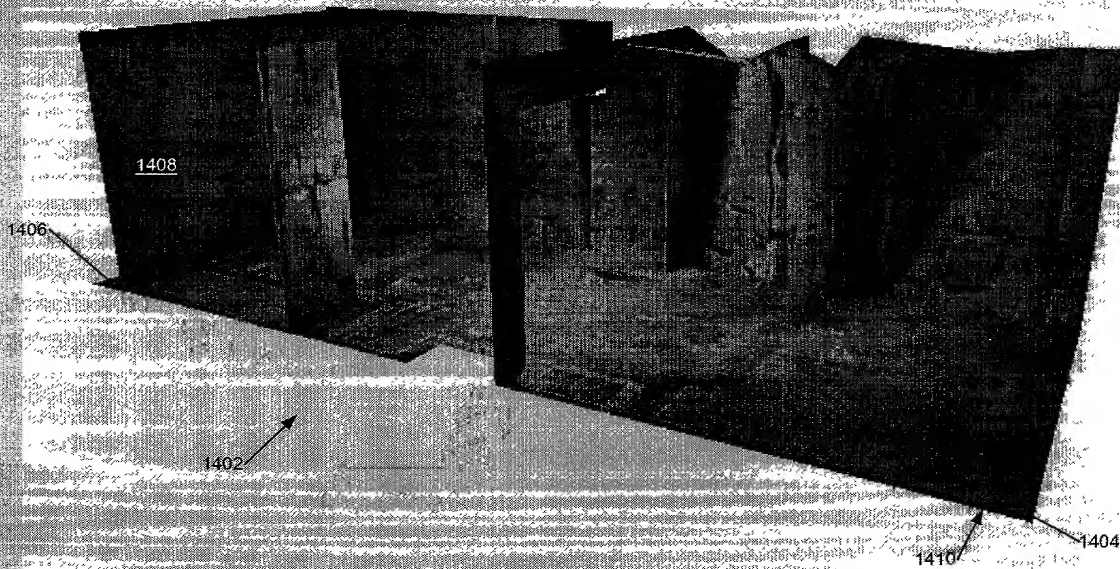


Figure 14b

double\_corridor (plug geometry B\_1 B\_2 and portals P\_1 P\_2)

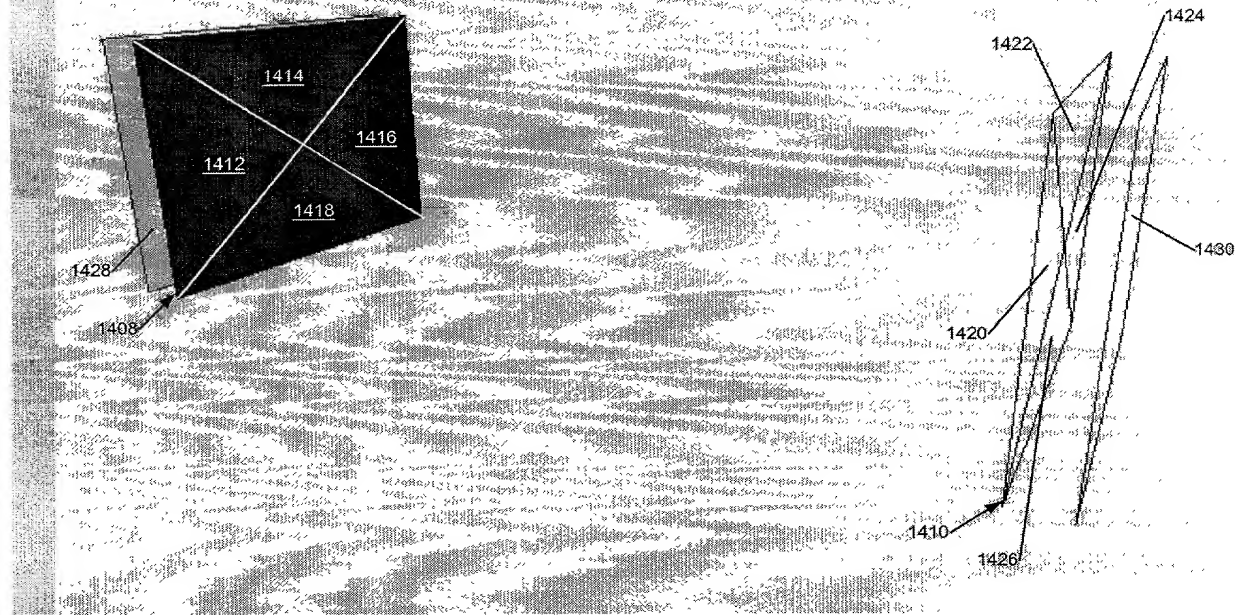


Figure 15a

double\_corridor (collision geometry + portal)

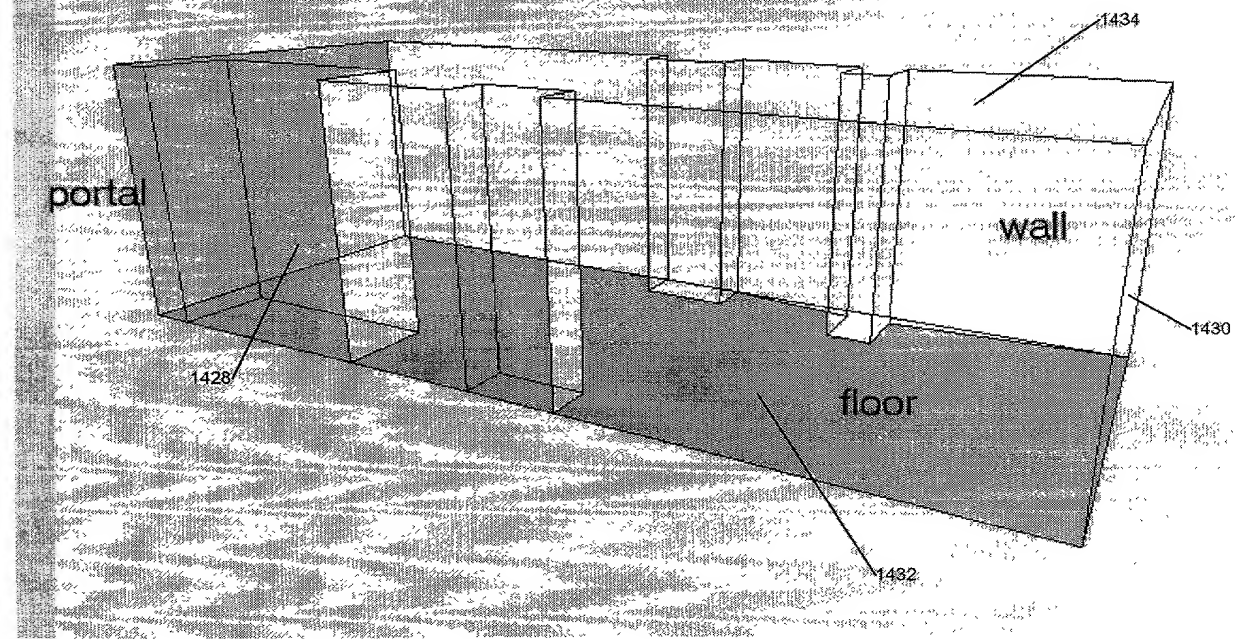


Figure 15b



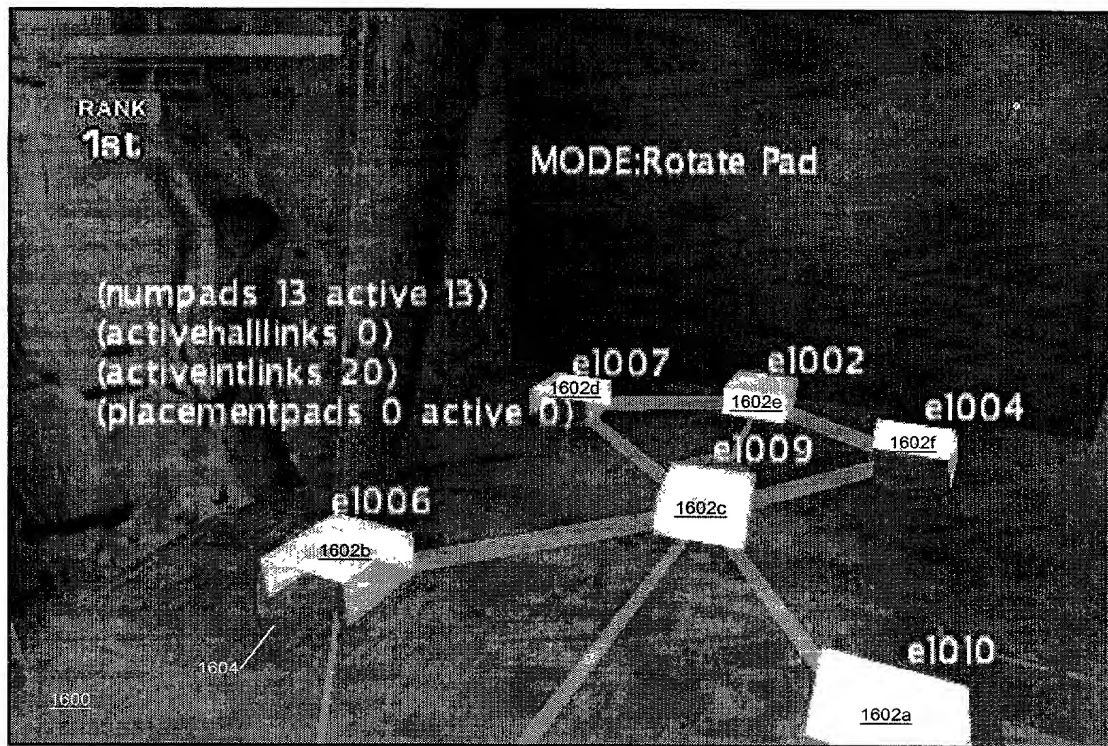


Figure 16a

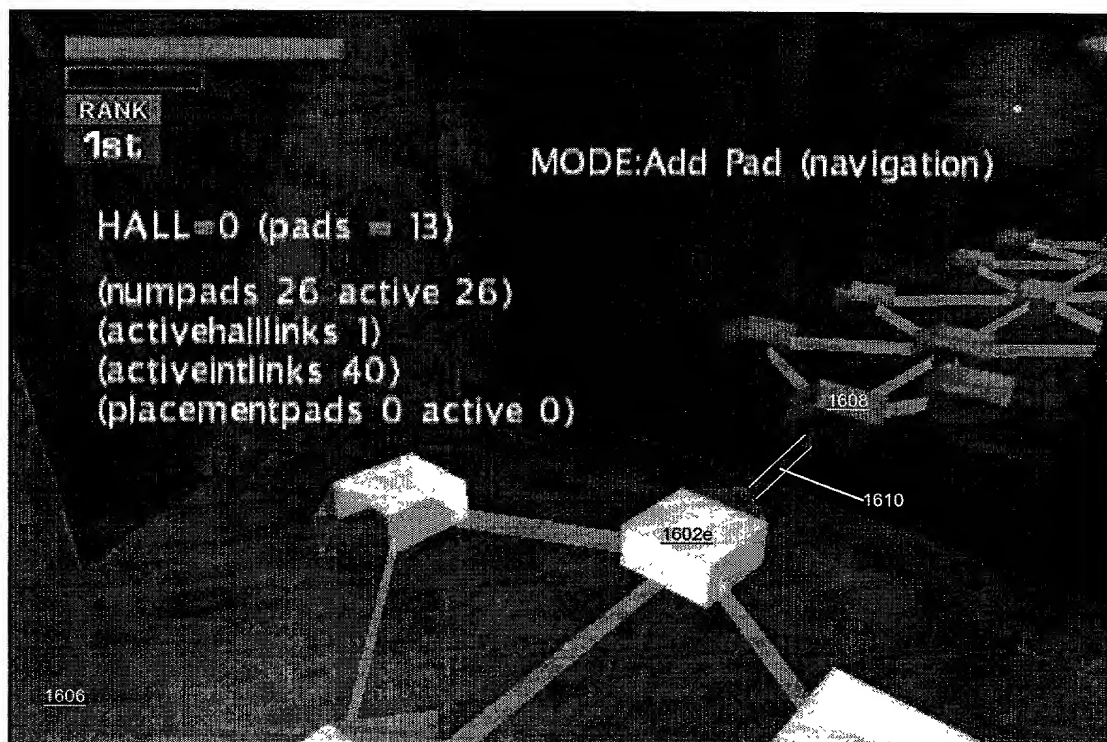


Figure 16b

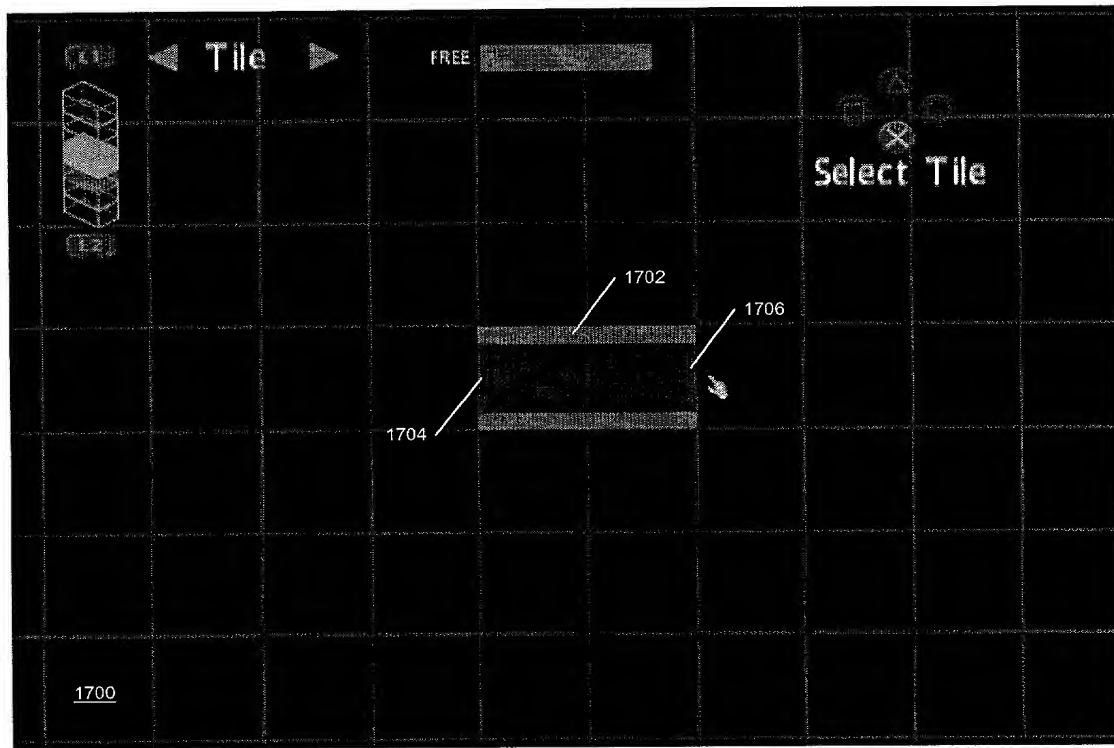


Figure 17a

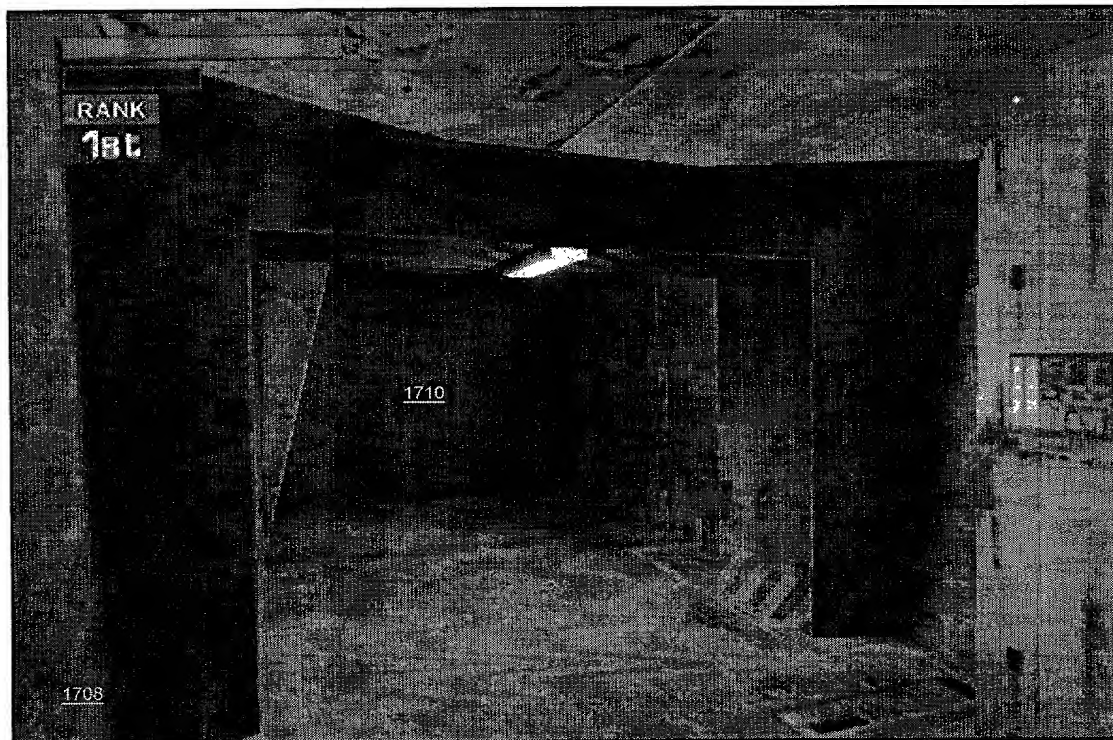


Figure 17b

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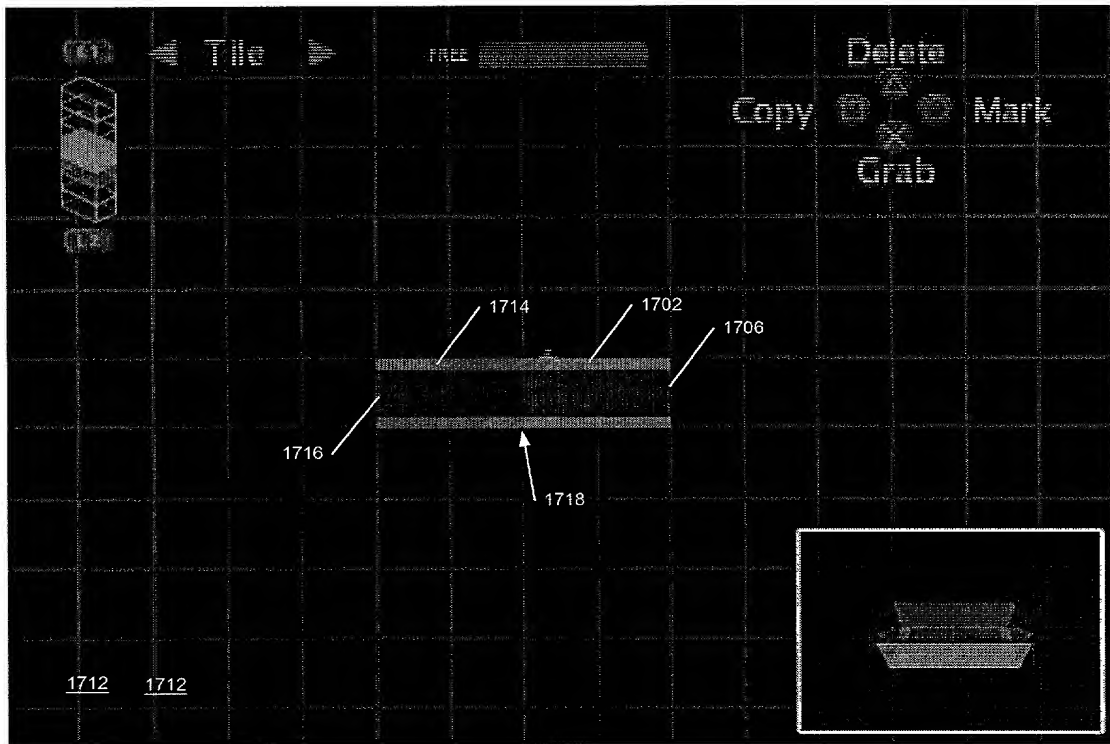


Figure 17c

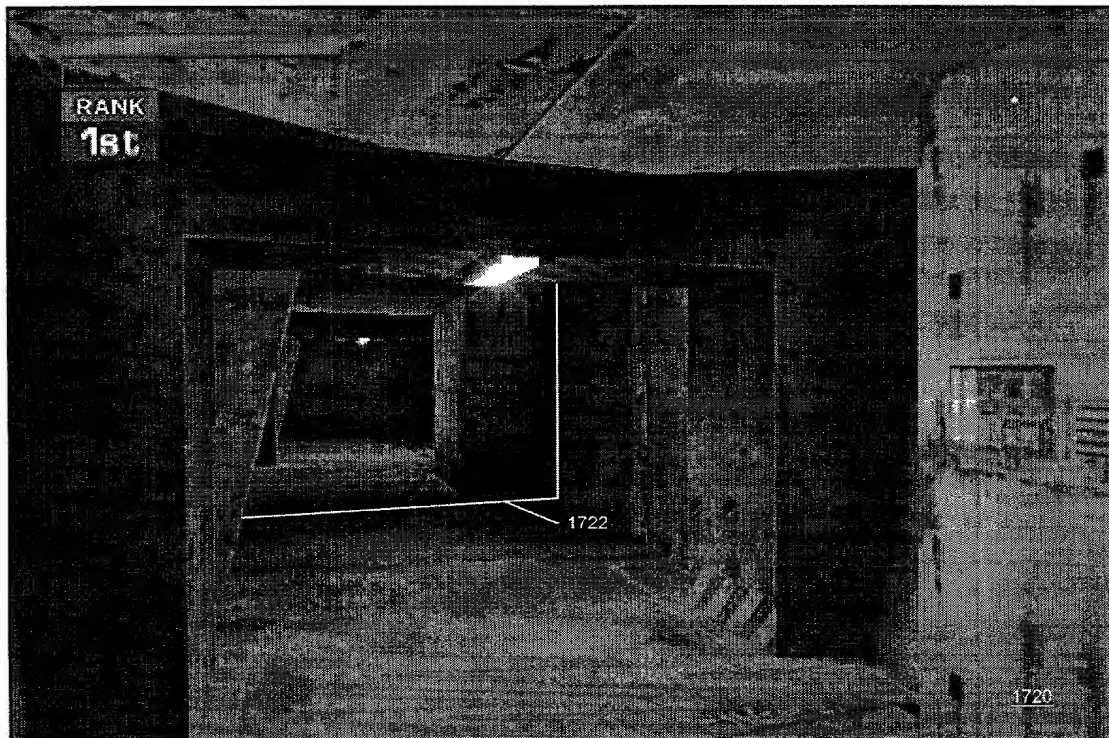


Figure 17d

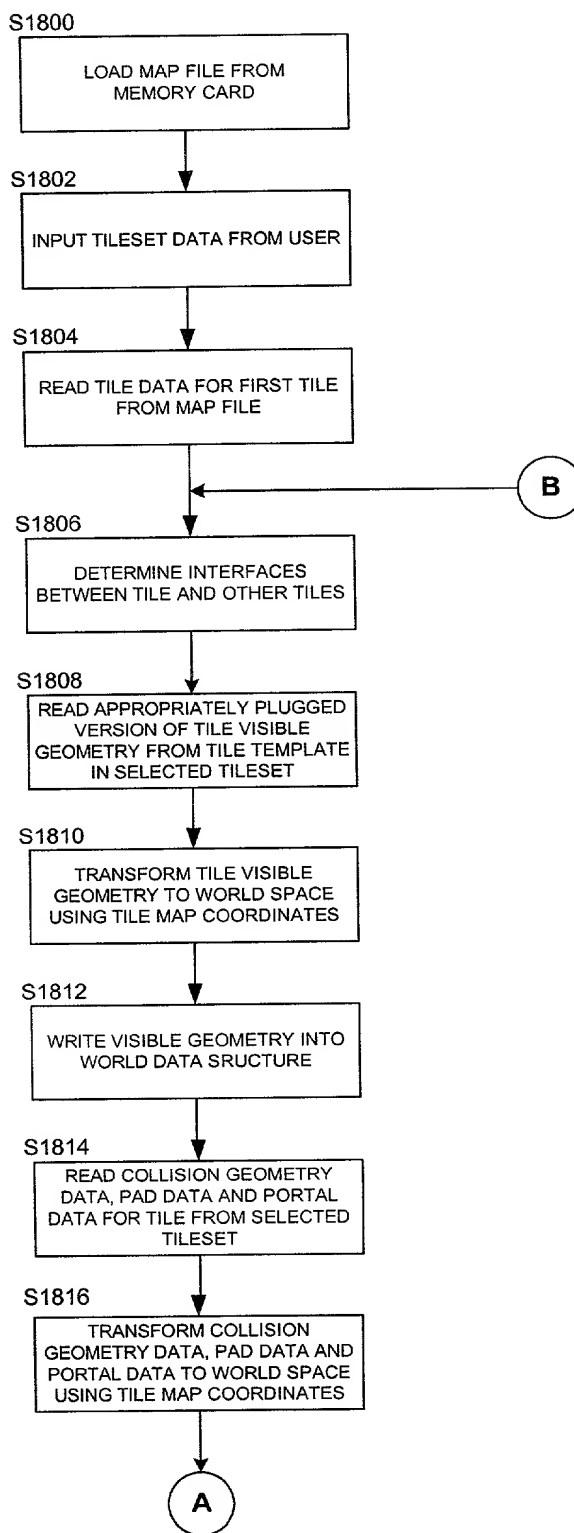


Figure 18a

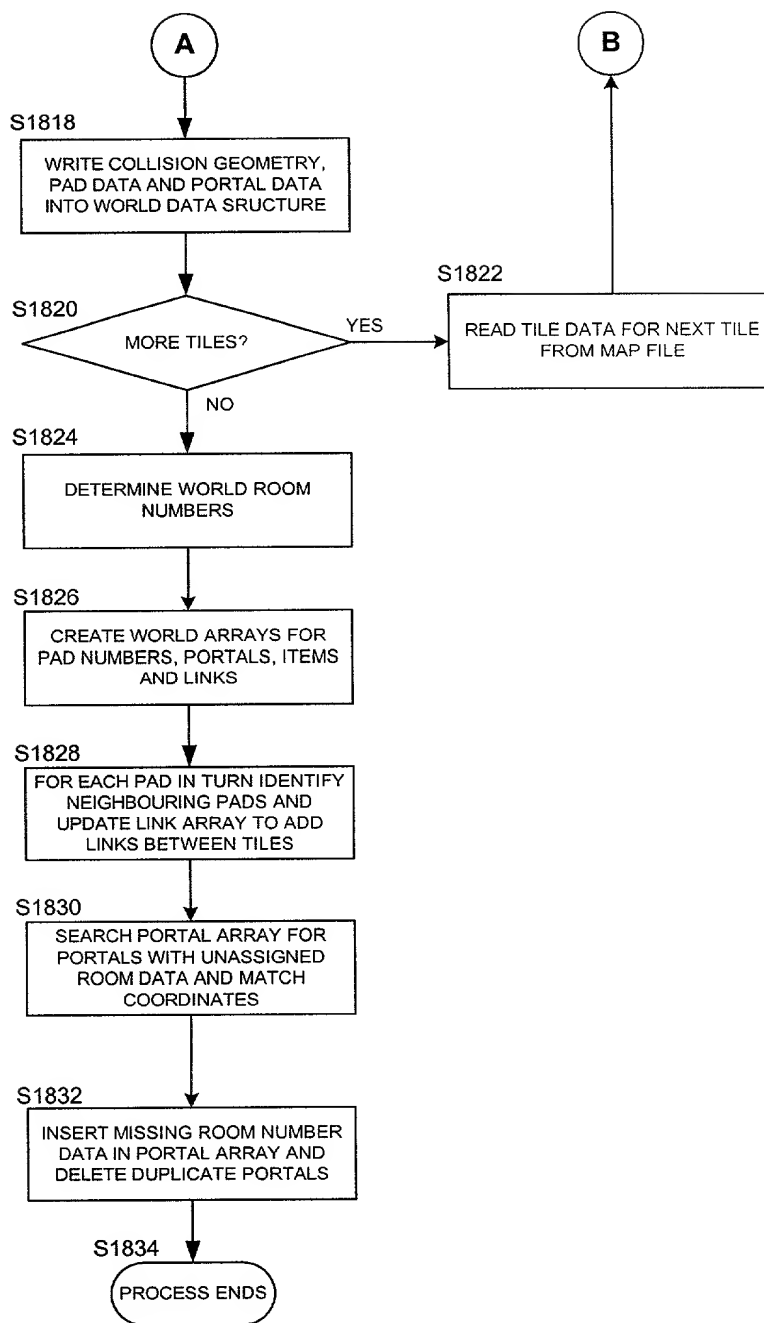


Figure 18b